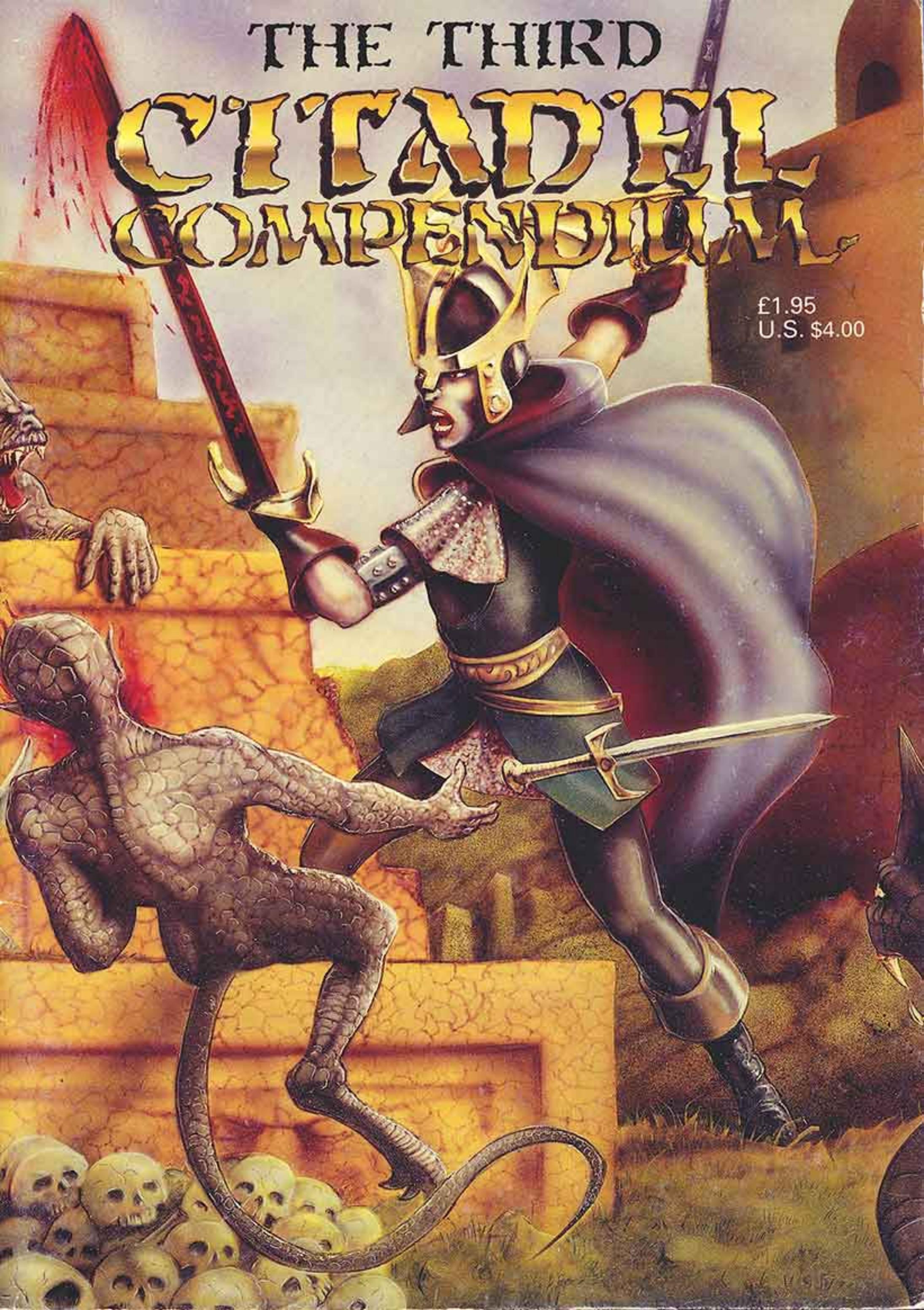


THE THIRD

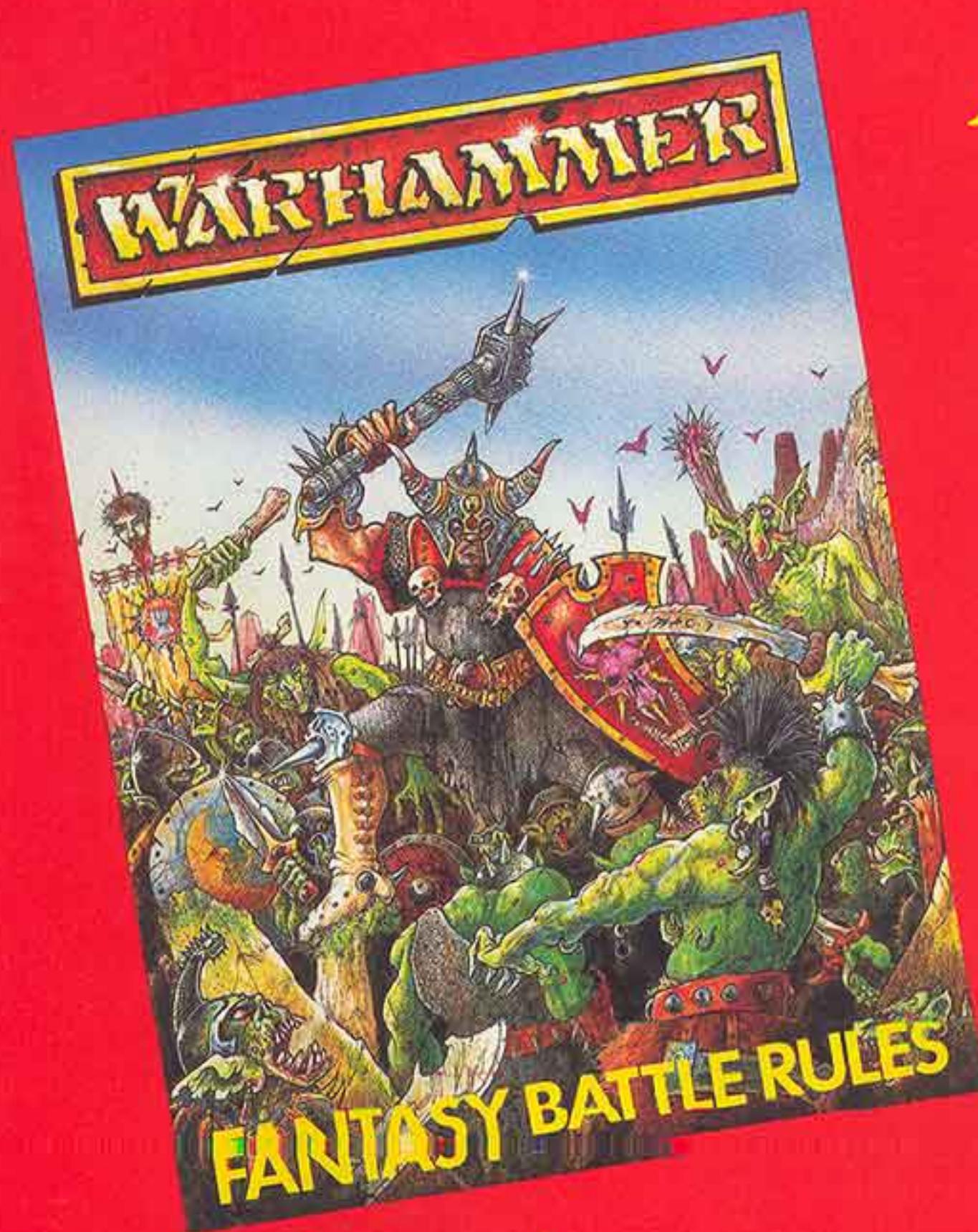
CITADEL
COMPENDIUM

£1.95
U.S. \$4.00



LET'S SMASH SKULLS

AGAIN!



WARHAMMER FANTASY BATTLE RULES enable you to re-create fantastic battles on the table top. Players take command of powerful armies, cunning wizards and mighty heroes in a world where magic works and the nightmare creatures of legend are deadly real.

The box contains three rules books — COMBAT, BATTLE MAGIC and RATTLE BESTIARY; character cards, a playsheet and an introductory scenario - The Magnificent Sven.

THE NEW SECOND EDITION FEATURES A COMPLETELY REVISED AND EXPANDED RULES SYSTEM



WARHAMMER is published by CITADEL MINIATURES, Chewton St., Eastwood, Nottingham and is available in better shops everywhere. In the USA, please contact GAMES WORKSHOP (US), 9110F Red Branch Road, Columbia, MD 21045.



WELCOME TO THE THIRD CITADEL COMPENDIUM

Yet again the never-resting entrails of the Citadel Beast have heaved forth a new edition of The Citadel Compendium. This edition is our most heavily illustrated yet, simply brimming with new and redesigned models. Citadel miniatures are made for gamers and collectors, each and every model is hand-crafted by our infamous design zombies and brought to you via the machinations of our dedicated, hard-working and hardly-maltreated-at-all staff. The Compendium is published once a year, forming a catalogue of Citadel miniatures that will remain available throughout that year. This edition will remain good for the whole of 1986 - or until we decide to publish a new edition (probably around the back-end of the year). This Compendium replaces the previous edition, and models illustrated in the old catalogue, but not in this one, may no longer be available: unfortunately, our moulds have only a short life span, and it is not possible to keep models in production forever.

In addition to the models illustrated herein - we call them the

Compendium Selection - Citadel produce many more for each individual code. You can find out about additional models only by keeping a close watch on your retailer's stock, and by keeping up to date via the Citadel Journal magazine. The Journal is published irregularly, approximately four times a year, and contains a host of articles on gaming, modelling and all aspects of fantasy models. The Journal also illustrates a selection of new models for the Compendium Selection, enabling you to keep abreast of new developments in the fantasy field.

We hope that you'll enjoy the Citadel Compendium. If you have any ideas for new models, games or articles why not drop us a line? Sadly, we are unable to reply to every single letter we receive, but we'll do our best: an S.A.E. helps. So, don't delay - your ideas may help shape the future of fantasy models and games. Similarly, let us have your letters and artwork for publication - if we like your contribution we'll print it in a future Journal or Compendium for everyone to see.

UNITED STATES

GAMES WORKSHOP US
9110F RED BRANCH ROAD
COLUMBIA
MS 21045
Tel (301) 964 0262

AUSTRALIA

JEDOKO GAMES
134 COCHRANES ROAD
MOORABBIN
VICTORIA 3192

VENTURA INTERNATIONAL
83-87 YORK STREET
SYDNEY 2000

CANADA

RAFM.CO INC
19 CONCESSION STREET
CAMBRIDGE
ONTARIO

GERMANY

FANTASY AND SCIENCE FICTION BUCHHANDLUNG
WANDSBEKER CHAUSSEE 45
D - 2000 HAMBURG 76
Tel 010 4940 250 6640

SWEDEN

TARGET GAMES
STORGATAN 29
5-114 55 STOCKHOLM
Tel 010 4686 19301

CITADEL FRANCE
AGMAT SARL
STRATEJEUX
13 RUE POIRIER DE NARCIY
75014 PARIS

Produce their own unique range
of officially licensed Citadel
models for the French market.

FRANCE

L'OEUF CUBE
24 RUE LINNE
75005 PARIS

LIBRAIRIE DES TANNEUR
26 RUE DES TANNEURS
13100 AIX-EN-PROVENCE

JEUX DESCARTES
5 RUE DE LA BAUME
75008 PARIS

RELAIS BOUTIQUE JEUX DESCARTES
16 RUE MAURICE-FONVIELL
31 000 TOULOUSE

JEUX DE GUERRE DIFFUSION
19 RUE JOUFFROY
75008 PARIS

EUREKA
GALERIE DU CUALET
45000 ORLEANS

JEUX ACTUELS
BT 534
27005 EVREUX

Overseas customers will be pleased to know that Citadel Models are available from all these enlightening world spanning outlets. Those shown in toned boxes are the sole distributors for Citadel Models in their respective countries.

A selection of old ex-Citadel models are also sold by Raj Partha amongst their Partha Imports range. However these models are not from the current up to date, full Citadel range that is available only from Games Workshop U.S.A. Only models from Games Workshop U.S.A. are permitted to bear the official Citadel brand of assurance of quality.

DUNGEONS & DRAGONS and ADVANCED DUNGEONS AND DRAGONS (AD&D) are trademarks of the Copyright © 1980, 1981, 1982, 1983, 1984, 1985, 1986, 1987, 1988, 1989, 1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 20100, 20101, 20102, 20103, 20104, 20105, 20106, 20107, 20108, 20109, 20110, 20111, 20112, 20113, 20114, 20115, 20116, 20117, 20118, 20119, 20120, 20121, 20122, 20123, 20124, 20125, 20126, 20127, 20128, 20129, 20130, 20131, 20132, 20133, 20134, 20135, 20136, 20137, 20138, 20139, 20140, 20141, 20142, 20143, 20144, 20145, 20146, 20147, 20148, 20149, 20150, 20151, 20152, 20153, 20154, 20155, 20156, 20157, 20158, 20159, 20160, 20161, 20162, 20163, 20164, 20165, 20166, 20167, 20168, 20169, 20170, 20171, 20172, 20173, 20174, 20175, 20176, 20177, 20178, 20179, 20180, 20181, 20182, 20183, 20184, 20185, 20186, 20187, 20188, 20189, 20190, 20191, 20192, 20193, 20194, 20195, 20196, 20197, 20198, 20199, 20200, 20201, 20202, 20203, 20204, 20205, 20206, 20207, 20208, 20209, 20210, 20211, 20212, 20213, 20214, 20215, 20216, 20217, 20218, 20219, 20220, 20221, 20222, 20223, 20224, 20225, 20226, 20227, 20228, 20229, 20230, 20231, 20232, 20233, 20234, 20235, 20236, 20237, 20238, 20239, 20240, 20241, 20242, 20243, 20244, 20245, 20246, 20247, 20248, 20249, 20250, 20251, 20252, 20253, 20254, 20255, 20256, 20257, 20258, 20259, 20260, 20261, 20262, 20263, 20264, 20265, 20266, 20267, 20268, 20269, 20270, 20271, 20272, 20273, 20274, 20275, 20276, 20277, 20278, 20279, 20280, 20281, 20282, 20283, 20284, 20285, 20286, 20287, 20288, 20289, 20290, 20291, 20292, 20293, 20294, 20295, 20296, 20297, 20298, 20299, 20300, 20301, 20302, 20303, 20304, 20305, 20306, 20307, 20308, 20309, 20310, 20311, 20312, 20313, 20314, 20315, 20316, 20317, 20318, 20319, 20320, 20321, 20322, 20323, 20324, 20325, 20326, 20327, 20328, 20329, 20330, 20331, 20332, 20333, 20334, 20335, 20336, 20337, 20338, 20339, 20340, 20341, 20342, 20343, 20344, 20345, 20346, 20347, 20348, 20349, 20350, 20351, 20352, 20353, 20354, 20355, 20356, 20357, 20358, 20359, 20360, 20361, 20362, 20363, 20364, 20365, 20366, 20367, 20368, 20369, 20370, 20371, 20372, 20373, 20374, 20375, 20376, 20377, 20378, 20379, 20380, 20381, 20382, 20383, 20384, 20385, 20386, 20387, 20388, 20389, 20390, 20391, 20392, 20393, 20394, 20395, 20396, 20397, 20398, 20399, 20400, 20401, 20402, 20403, 20404, 20405, 20406, 20407, 20408, 20409, 20410, 20411, 20412, 20413, 20414, 20415, 20416, 20417, 20418, 20419, 20420, 20421, 20422, 20423, 20424, 20425, 20426, 20427, 20428, 20429, 20430, 20431, 20432, 20433, 20434, 20435, 20436, 20437, 20438, 20439, 20440, 20441, 20442, 20443, 20444, 20445, 20446, 20447, 20448, 20449, 20450, 20451, 20452, 20453, 20454, 20455, 20456, 20457, 20458, 20459, 20460, 20461, 20462, 20463, 20464, 20465, 20466, 20467, 20468, 20469, 20470, 20471, 20472, 20473, 20474, 20475, 20476, 20477, 20478, 20479, 20480, 20481, 20482, 20483, 20484, 20485, 20486, 20487, 20488, 20489, 20490, 20491, 20492, 20493, 20494, 20495, 20496, 20497, 20498, 20499, 20500, 20501, 20502, 20503, 20504, 20505, 20506, 20507, 20508, 20509, 20510, 20511, 20512, 20513, 20514, 20515, 20516, 20517, 20518, 20519, 20520, 20521, 20522, 20523, 20524, 20525, 20526, 20527, 20528, 20529, 20530, 20531, 20532, 20533, 20534, 20535, 20536, 20537, 20538, 20539, 20540, 20541, 20542, 20543, 20544, 20545, 20546, 20547, 20548, 20549, 20550, 20551, 20552, 20553, 20554, 20555, 20556, 20557, 20558, 20559, 20560, 20561, 20562, 20563, 20564, 20565, 20566, 20567, 20568, 20569, 20570, 20571, 20572, 20573, 20574, 20575, 20576, 20577, 20578, 20579, 20580, 20581, 20582, 20583, 20584, 20585, 20586, 20587, 20588, 20589, 20590, 20591, 20592, 20593, 20594, 20595, 20596, 20597, 20598, 20599, 20600, 20601, 20602, 20603, 20604, 20605, 20606, 20607, 20608, 20609, 20610, 20611, 20612, 20613, 20614, 20615, 20616, 20617, 20618, 20619, 20620, 20621, 20622, 20623, 20624, 20625, 20626, 20627, 20628, 20629, 20630, 20631, 20632, 20633, 20634, 20635, 20636, 20637, 20638, 20639, 20640, 20641, 20642, 20643, 20644, 20645, 20646, 20647, 20648, 20649, 20650, 20651, 20652, 20653, 20654, 20655, 20656, 20657, 20658, 20659, 20660, 20661, 20662, 20663, 20664, 20665, 20666, 20667, 20668, 20669, 20670, 20671, 20672, 20673, 20674, 20675, 20676, 20677, 20678, 20679, 20680, 20681, 20682, 20683, 20684, 20685, 20686, 20687, 20688, 20689, 20690, 20691, 20692, 20693, 20694, 20695, 20696, 20697, 20698, 20699, 20700, 20701, 20702, 20703, 20704, 20705, 20706, 20707, 20708, 20709, 20710, 20711, 20712, 20713, 20714, 20715, 20716, 20717, 20718, 20719, 20720, 20721, 20722, 20723, 20724, 20725, 20726, 20727, 20728, 20729, 20730, 20731, 20732, 20733, 20734, 20735, 20736, 20737, 20738, 20739, 20740, 20741, 20742, 20743, 20744, 20745, 20746, 20747, 20748, 20749, 20750, 20751, 20752, 20753, 20754, 20755, 20756, 20757, 20758, 20759, 20760, 20761, 20762, 20763, 20764, 20765, 20766, 20767, 20768, 20769, 20770, 20771, 20772, 20773, 20774, 20775, 20776, 20777, 20778, 20779, 20780, 20781, 20782, 20783, 20784, 20785, 20786, 20787, 20788, 20789, 20790, 20791, 20792, 20793, 20794, 20795, 20796, 20797, 20798, 20799, 20800, 20801, 20802, 20803, 20804, 20805, 20

CONTENTS

	PAGE
INTRODUCTION Welcome to the third Citadel Compendium	3
CONTENTS	5
ALL BEER AND SKITTLES How to build a fantasy inn by Gary Chalk	5-9
PAINT IT BLACK Painting regiments for Warhammer by Rick Priestley	7-9
BELLICOSE BESIARY Descriptions and stats for new Warhammer monsters	10-13
PHOTO PAGE Full colour photographs of painted models by the experts	14-15
THE CITADEL COMPENDIUM SELECTION Featuring the Compendium Selection of Citadel models	16-69
CHAOS BATTLE BANNER COMPETITION A new competition - design a chaos banner	70
BANEFUL BANNERS Full colour cut-out banners for your Warhammer regiments	71-72
THE QUEST OF KALEB DAARK Citadel's first comic strip from the renowned team of Wagner, Grant and Ewins	73-82

THE THIRD CITADEL COMPENDIUM
PUBLISHED BY CITADEL MINIATURES

PRODUCED BY THE GAMES WORKSHOP ORBITAL SPACE FORTRESS



All Beer and Skittles

HOW TO BUILD A FANTASY INN

By Gary Chalk

THE REASON WHY

Fantasy literature is full of inns and taverns. The Prancing Pony at Bree, Lankmar's Silver Eel and the Vulgar Unicorn in Santuary's Maze are all unique and yet all resemble each other in one respect - their clientele. Thieves go to a tavern to plot, wizards to seek out information, and adventurers to hang about, look macho and, hopefully, get hired. Anyone who is anyone will, at some time or another, tie up his horse outside and swagger in to the taproom calling for ale.

As the fantasy inn sees so much traffic, it's quite a useful model for a role-player or tabletop general to possess. As well as providing a venue for the ever popular bar-room brawl, it can provide a (relatively) safe haven during the Black-Rider season and give an encumbered adventurer a chance to part with some of his cash. As virtually any tabletop town or village will contain an inn, the Warhammer general can use such a building many times to provide a varied range of battle scenarios.

Alcoholic troops will find a tavern's well-stocked bar far more attractive than fighting the enemy. Whether, as a general, you would regard this as an annoyance or a welcome distraction will depend on the troops under your command. Who in the Northlands will ever forget the chaos at the Battle of Bugman's Brewery.

A neutral inn, stuck in the middle of a hotly-contested battlefield can make for an interesting and unusual three-cornered game, with the inn-keeper and his guests taking on troops from the opposing armies. This would be especially true of an inn whose cellars (use floorplans and a map) extended in all directions under the table. Blood-crazed tapsters and guests could pop up from concealed entrances all over the place, while intruders entering the little-used tunnels and vaults might find all sorts of strange beasts lurking there.

PLANNING

Before you rush to your work-benches, the light of creativity burning brightly in your eye, it is best to do a little planning. Jot down a few notes under the following headings:



Size. Work out the overall size of the model first. The tavern in the photographs is approximately 23 inches square, the size of one of my terrain modules. Someone making their first building would be well advised to try something a little more modest. Once you have decided the overall size, you can then work out the number of rooms that can be accommodated within the space. It is better to have a few relatively large rooms rather than a lot of small ones as a figure's base can take up an awful lot of space. A small tavern could have as few as three rooms: the bar itself, a kitchen and the owner's living room - plus, perhaps, a privy out the back. One last thing to remember about the size of your model is that when it is finished you have to have somewhere to put it. Don't make a model larger than your storage space.

The Base. The base of your model should fit in with the rest of your wargames scenery, both from the point of view of colour and general texture. My inn was based on 1½" chipboard as are my other terrain modules. Smaller models could use plywood or hardboard. Don't use card for the base of any model of this size, as it will warp and curl up at the edges. The stronger the base, the stronger the whole model will be.

Time. The larger the model, the longer it will take to complete. If you don't have a lot of time, make a small building. You can't use an unfinished model and the longer it is left unfinished the more likely you are to lose interest in it.



Style. As you can see from the photographs, 'The Man in the Moon' is built in a western-european medieval style, using stone, tiles and half-timbering. An inn built in a desert land or in a forest half way up a mountain would be built in a different style using locally obtained materials. A desert tavern would probably be built of mud brick, while one in a forest would be constructed solidly of timber. If you feel a bit lost when deciding on the style of your building, try the junior reference section of your local library. These generally have lots of highly illustrated books on history or life in other countries which can be very useful.

MATERIALS

Material	Use
Chipboard/plywood/hardboard	The base
Mounting card (available at art shops)	Walls and roof
Thin card (available at art shops)	Roof tiles
Polystyrene ceiling tiles	Exterior walls, where the thickness of the wall can be seen. Irregularities and hillocks on the base.
Balsa strip and rod	Beams and door and window frames
Balsa block	Chimney stacks
Plasticard	Paving stones Stonework texture on walls
Tetron ready-mixed plaster	Texture for walls and base
Bostik/Uhu	Gluing together wood and card
Wood Glue (Resin W, etc)	Gluing ceiling tiles (other glues melt them)
Emulsion paints	Building walls and base. Ceiling tiles (other paints may melt them)
Citadel acrylic paint or Humbrol enamel paint	Beams and other details
Grass mat	Lawn/grass on base
Ready made trees/bushes	Base decoration
Ready made fencing	Base decoration

CONSTRUCTION

The first step in constructing the model is to draw out a rough plan on a piece of paper, with all the dimensions and door and window positions marked. This can save you lots of confusion and wasted time later. Take your sheet of mounting card and, using a ruler and a set-square, transfer the dimensions from your rough and draw up the wall and roof pieces. Draw the windows and doorways in position. It is vital that you use a set-square for this stage of the operation or the pieces will be so inaccurate that none of them will fit together properly.

Using a ruler and a sharp craft-knife or scalpel, cut the various pieces. Cut out the windows and any of the doors you wish to have open on the finished model. I left all of mine shut, using the basic mounting card to represent wood, outlining the doors with frames cut from strip balsa glued into position round the edge.

The next stage of construction is the woodwork on the models. Use balsa strip for the door and window frames and thicker balsa rod for the edges of the beams with a scalpel rounding off the sharp edges and making them slightly irregular. This will give them a far more realistic appearance than if they are left with a 'factory finished' look. Real timber framing often employed whole tree trunks with considerable twists and turns. These were then shaped roughly with an adze (a mattock-like carpenter's tool) before being placed in position. Only in the houses of the rich were beams finished and squared off properly.

Using Bostik or Uhu the finished beams are glued into position. As 'The Man in the Moon' was rather large and involved, I decided to apply beams only to the outside of the building, the interior wood-work being confined to doorframes and a raised gallery in the main bar-room. The number of beams you put on is up to you. Window and door frames are also glued into position at this stage.

The building walls are then glued into position on the base, again using impact adhesive. The thickness of the mounting card allows the corners to be simply butted and glued. As the whole structure is being mounted on a firm base, this will prove to be quite strong enough.

The plasticard should now be cut into a number of rectangles of different sizes, the maximum being about half an inch square.

These can then be glued in irregular groups on the base of the model, both inside and out, to represent paving stones. Any parts of the building with stone walls should also be treated in the same way. In addition, the corners of any stone walls should be carefully built over with plasticard rectangles to give the appearance of the heavy stonework found on the corners of real buildings. Not only does this make the building look more realistic, it also neatly hides the join where card is glued together.

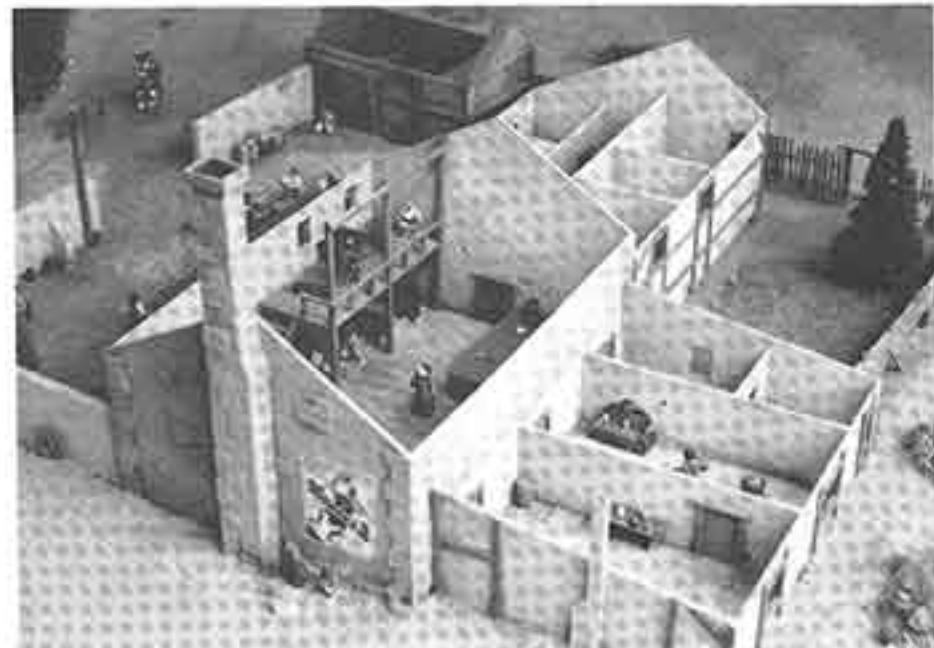
Any other structures, such as fences, inn yard walls, privies and so on should now be stuck in position on the base.

Thin down some Tetron plaster with water and, using an old brush, paint the interior walls, covering any plasticard stonework and painting up to the edges of the beams. The floor should also be painted over, the plaster being used not only to create texture, but to fill any gaps between the walls and base. The exterior base should now be painted with Tetron, using a thicker mix than was used on the walls.

While the plaster is drying, it can be quite a good idea to get on with the roofs. The mounting card roof pieces must be tiled using thin card, this is the most boring bit of the entire model - but it does give a very realistic effect. First cut the thin card into strips about 3" long by 3/8" wide. You will need enough of these to cover the roof area of your model about 1½ times. These strips should then be nicked every ½" or so, with a pair of scissors to represent strips of tiles. These should then be glued to the mounting card roof sections, starting from the bottom edge and working up, overlapping each successive row. The crown of the roof should be finished off with a folded piece of thin card. The whole structure can then be painted with thinned down Tetron in the same manner as the walls.

The model can now be painted. For the large areas of walls, roofs and base, I would recommend using household emulsion paints. Not only can they be used straight from the tin, but they can also be mixed with powder paint to give a large range of colours and shades at a low price. Small amounts of emulsion paint are available in the form of Crown Matchpots, samples of paint which contain enough for several buildings. Beams and other details are best painted using Citadel or Humbrol paints, after the main areas have been painted and dry-brushed to pick out the texture.

The model is now ready for any little details that you feel would give the place character, I added some miniature brewery posters, but anything from a pot plant to a portrait of the landlord's mother will make the place look lived in. Citadel produce a beautiful range of furniture, beds, chairs, tables and so on to get the building ready for opening time, and many suitable figures for scullions, serving maids and the inevitable awkward customers.



PAINT IT BLACK



PAINTING REGIMENTS FOR

WARHAMMER

BY RICK PRIESTLEY

In the past, the Citadel Compendium has always featured at least one painting article, and the same is true of our quarterly magazine the Journal. However, these articles have always concerned themselves with the art of painting individual models - often to a very high standard indeed. Painting models in this way, one at a time, can take forever. This is fine if you're painting up an adventurer for a role-play campaign, or an army general or wizard, but when it comes to painting whole regiments different techniques are needed. In this article I'm going to discuss techniques that lend themselves to painting whole regiments quickly and effectively.

PAINTING REGIMENTS

Before putting brush to paint, think about what you're trying to do. You almost certainly intend to use your painted regiment as part of a Warhammer game, or a tabletop battle game of some kind. As such remember the following points:

1. Most of the time your models will be seen from over two feet away. Aim to make the models look good from a distance not from a few inches. Super-detail is not needed and may even detract from the overall appearance.
2. Your models will be seen in a large regimental block. The models you choose will create a sort of visual rhythm, especially if they are all the same - as with a Regiment of Renown. That overall rhythm is an added dimension that you must consider. Don't break that rhythm by using too many different colours or subdued shading.
3. Regiments of models never stand alone. They will appear against other regiments, scenery and the tabletop itself. Dull or subtle colours will simply vanish in situations like this, as will subtle shading and minor detail. Even a bright colour will appear subdued when viewed from a distance and amongst the usual mass of tabletop green: so don't be afraid of using bright, strong colours. For the same reason avoid pastels and other light shades; a primary colour or a shade of equivalent strength will give a clearer, cleaner result.

PREPARING TO PAINT

For the benefit of the beginner about to embark upon the task of painting up his Warhammer regiment I'll run through the basic materials needed.

Knife and files. These are needed to trim flash and other bits of unwanted metal from the model. Moulding lines, a thin line of metal all the way round a model, can be removed easily with a file. Vents, runs in the mould that let air out, may appear as strands of metal or nipples on points of detail and require filing or cutting flat. A hobby knife is sharp, so remember, make cuts away from yourself just in case you slip. Similarly don't put too much pressure on the blade, as it may snap. Always exercise the utmost care when using sharp knives as they are dangerous if not used properly.

Undercoat. All metal models must be undercoated before painting. This is essential, otherwise the paint won't stick to the model, and will appear thin and mottled. The most sensible way of undercoating models is to use a car type undercoat, available in spray cans from any motorist shop, garage and some hobby shops. Most painters use a white undercoat, which takes colour very well. For mass painting techniques, however, I prefer to use a black undercoat. Buy yourself a can of each.

Brushes are a must. Good brushes are a worthwhile investment. Most model shops sell decent brushes, as do art shops. You'll need a 1, a 0 and a 00. You can get away with fewer brushes, it depends on what you're comfortable with. As long as the brush has a good point it will suffice. Brushes do wear out - so be prepared to trim off stray bristles and buy a new brush every so often.

Water-based paints are used by almost all serious model painters these days. At this point I have to step in and plug our own water-based range of paint, Citadel Colour. We have gone to a lot of trouble to ensure that our paint is ideally suited to our models and I can thoroughly recommend it. Having said that any water-based paint will do the job. They all intermix in any case.

Some modellers prefer enamels, oils and other exotic mediums. The advantages of these older methods are dubious, even when applied to individual models. It is assumed that water-based paints are to be used.

Pot - a pot (jam-jar, cup, beaker, etc) is needed for water so that you can thin paint, clean brushes, etc. Many people say that separate pots are needed for metallic paints, for light colours and for dark colours. If you feel happy surrounded by jars of water then that's fine. In any case, clean out your water when it gets dirty. This ensures that your paint stays clean, and lessens the chances of breeding deadly mosquitoes in the living room.

Palette - something to daub paint onto. An old plate, saucer, tile or anything similar will do. Paper is O.K. so long as it isn't too porous.

Space - not the final frontier, but just somewhere to work; a tabletop is fine. Cover this with a good thick layer of newspaper because, believe me, everyone spills paint now and again, and getting the stuff off carpets, tablecloths and family pets isn't always easy.

Light - the more the better. Daylight is best, but a strong spot-lamp or reading lamp will provide adequate illumination. Remember daylight and artificial light aren't the same at all, a model painted in one will look quite different in another.

PREPARING THE MODELS

Line up the regiment to be painted. Working through them one at a time, clean off any flash, mould lines or other unwanted bits of metal. There is nothing more annoying than finding a huge patch of metallic crud once you've started painting. When you're through the models are ready for undercoating.

UNDERCOATING

For the technique described you'll need a black undercoat. Make sure that the models get a thorough covering. It is best to touch up thin or silvery patches with black paint just to make sure. When spraying remember paint will go everywhere - so best do it out of doors, and use a box or newspaper to cut down on overspray. Spray as many models at once as you can. Two light coats may be necessary.

BASING

If models are slotted based then attach the models to their bases now. Bostik, or similar, is as good as anything.

PAINTING

Once the undercoat is dry you can start to paint. I leave undercoat for at least a couple of hours. It is best to leave it overnight if possible. Before painting have a good look at the models and plan your colours. You probably have an idea of what you want the regiment to look like already.

The easiest method of painting quickly and neatly is to paint several models at a time, 10 being a convenient number. Begin by painting the skin and work out: inner-clothing, outer-clothing, armour, belts, etc. So, start by mixing a batch of your skin colour. Carefully apply the paint onto the areas of exposed flesh, leaving a little of the black undercoat showing at the edges and in deep creases in the flesh (such as between fingers). This line of black becomes your shading, and will help to delineate the different parts of the model when seen from a distance. How much black you leave is up to you. The amount of black will create an overall style, or look, so it is worth experimenting a little at first. Similarly the density of your flesh paint will alter the feel of the overall model. Two coats applied one after the other may be required for a really solid appearance.

UNIFORMS AND NOT

If painting uniforms give all of the models the same colour cloak, the same colour jerkin, etc. If you don't want a uniform, but are going for an assorted rag-tag effect, then vary the bits you paint as you go through. This way the first warrior receives a brown cloak, the next a brown jerkin, the next brown trousers, and so on. Remember, if you're painting a Regiment of Renown all of the models will be in the same basic position. It is best to paint such troops uniformly, so as not to detract from the strong, regular visual rhythm. If you don't want a uniform appearance in such a regiment, then it is best to use colours of a similar intensity throughout, especially browns, greys and other drab colours. In this way the colours will sit happily with each other, and won't make the regiment look like a discordant kaleidoscope. Colour sense is something you will pick up - if in doubt have a look around at other player's models.

METALLICS

The pigment in all metallic paint is relatively crude - comprising a suspension of ground metal powder. For this reason it must be handled carefully, and you may find it easiest to leave until last. If handled too much it will tend to rub off. If placed onto or near wet paint it will seep, and the same is true if you attempt to paint over it. For many years I avoided the stuff altogether, preferring to use shades of grey and brown. Then I discovered Windsor and Newton poster paint metallics, which are simply the best paint of this kind and are thoroughly recommended. The Citadel metallics are pretty good too and stand comparison. All these are water-based.

DETAIL

Once all of the colours are on your models you are finished. The regiment is ready for final basing and varnishing before being bloodied in battle. If you have been careful the overall appearance is one of neatness and clarity - a few little touches may be necessary to correct the odd mistake here and there, or to add in additional black shading on small features.

If you have the time you might like to add a little detail to such details as eyes, claws, teeth and so on. Remember - your regiment has to look good from several feet distance, not from an inch or two. If you paint on too much detail you will break up the solid patches of colour, and detract from the overall appearance. Knowing when and where to apply detail is something you'll pick up.

Eyes. Look effective painted solidly black, with a tiny dot of white in each corner. Alternatively, leave plain black. For a really evil look paint a bright red or yellow dot right in the middle of the black. For a starey, manic, look, ideally suited to Norse Berserkers, Hobgoblins and mad magicians, paint a small white dot in the centre of the black. These methods won't win you individual figure prizes at Games Day - but they will look good on the tabletop.

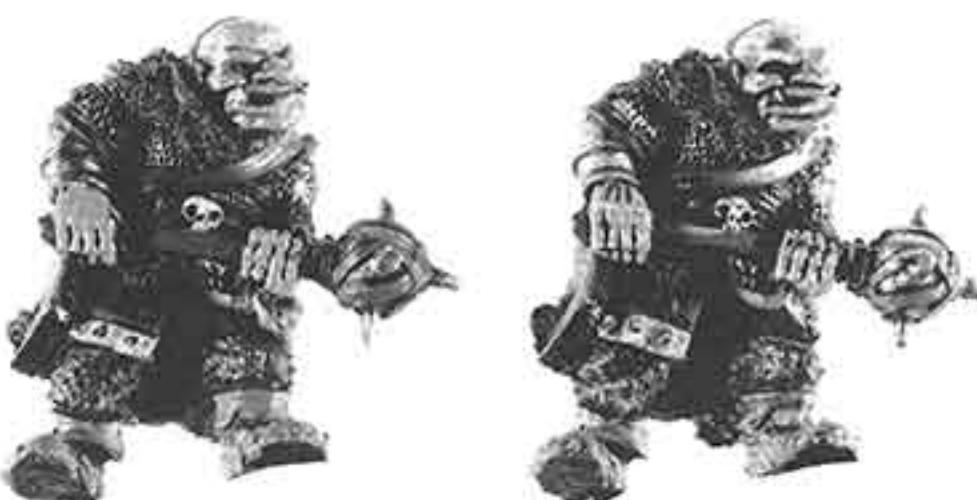
Teeth. If the model has an open yelling mouth leave the inside black. Paint tongue, throat, etc red, orange, yellow or a similar colour, leaving plenty of black for shadow. Pick out the teeth with white, or off-white. Use a small brush, and try to leave very thin, but solid, lines of black between the teeth. Where this is difficult, wipe most of the paint from your brush until it is 'dry', now run the tip over the teeth to pick out the detail. This tends to look a bit indistinct, but is sometimes the only way of detailing really tiny teeth.

Claws. Claws start off as basic black. They will look best if you colour over only the most accessible portion, leaving a good deal of black at the root of the claw and underneath. White, yellow or grey are all good claw colours.

Studs. Studs, rivet heads and the like are a bit fiddly to paint around. The easiest thing to do is simply to paint right over them in the surrounding colour. For example, if you're painting a brown shield, paint the whole shield brown, including any studs. Once the base coat is dry, paint each rivet with a blob of black, including a small area about $\frac{1}{2}$ mm wide round the rivet. Once the black is dry you can paint the rivet itself either silver, gunmetal or bronze. In this way each rivet is surrounded by a black shadow, and will really stand out. This method can be used to pick out any small detail, such as a wart on an Ogre's nose, or the draw-strings on a pouch.



Once you have done the flesh on the 10 models, work through again painting the next colour, once more leaving a line of black to delineate the colour area. You will notice that paint applied over black always looks fairly dull. You must compensate for this by using a brighter colour than you actually want, so an orange becomes brown, and yellow becomes a buff colour. To get a really bright colour you must either use two coats of paint, or paint the area white before applying the actual colour. This is more true of some colours than others, especially red and yellow.



Textures. So far we've only considered solid colours - a brown cloak, red trousers, etc. But you can add detail and interest by painting a tartan, cheques, parti-coloured clothing (like a jester's motley), stripes, hoops, etc. Remember, designs of this kind create a definite texture which must not go against the underlying shape of the model. A very fine pattern will tend to break up the form of the model, and is very difficult to paint, especially over folds and creases. A bold pattern painted onto a large area, repeated throughout a regiment can look very effective. When painting a texture think about how the colours appear next to each other, and consider painting in a darker edge to broaden the contrast. For example, if a garment is red and white striped, first paint the whole garment white, then apply the stripes in red. Now mix a darker shade of the red and thin it down with water. Take your finest brush and very carefully paint a fine line on the edge of the red where it meets the white. If you have a spare, clean, moist brush you can quickly remove stray dark red if it gets onto the white. The effect is to heighten the contrast, reproducing the effect that life-size areas of contrasting colour would give.



SHADING

This technique does not require shading, the hard shading provided by the undercoat is sufficient. When painting individual models for display, shading is essential, but on the tabletop it can make the models look drab by reducing the visual impact of the colours. However, if carefully and selectively applied, shading can help to improve the appearance of a regiment.

Line shading, stroke shading or, whatever you want to call it, is the method I prefer for shading regiments. If a model has a conspicuous crease in its clothing then this will tend to look odd if not shaded. Mix a darker shade of the base colour, almost black for dark colours, and grey or brownish for light colours. Now, simply, paint the crease with a solid line - a single stroke of the brush will suffice. The effect is to give a hard shadow. Although this may look odd close up, once on the table it will appear far more effective than any amount of fancy, finely-gradated shading.

Wash. To make a wash mix up a dark shade of the colour to be shaded and thin it down with a little water. Paint it on to the area to be shaded, and immediately wipe off the bulk of it (tissue, rag, finger, etc). The paint will be left in the crack and creases, producing instant shading. You must be careful when using this method as too much shading will break up the colour areas. The most useful application of this technique is to paint faces and flesh. Faces are naturally craggy, so need shading if they are to look right.

HIGHLIGHTS

As with shading, highlights are not absolutely essential, but if done carefully can be effective.

Line Highlights. This method is used to emphasise a prominent crease in clothing, or a raised line that would naturally catch the light. Mix a lighter shade of your base colour. That usually means whiter, although you can lighten greens, browns and reds with yellow. Paint a patch of this colour onto the raised area, giving you a solid line. It is important not to overdo this, nor to over-emphasise the contrast. The result must look credible from a distance of several feet. This method can be used to highlight flesh tones on faces, by painting a pale stripe across the forehead, on the tip of the chin and down the bridge of the nose.

Dry-brushing. This method is more time consuming and not so useful for mass painting. Make up a light shade of your base colour. Wipe most of the paint from the brush leaving it 'dry'. Now brush over the area to be highlighted, small amounts of paint will catch in the raised areas producing a highlight effect. This method tends to wash out the colours slightly, which is alright if that's the effect you want. Dry-brushing looks good on 'scruffy' troops, especially Goblins and their kind.

BASING THE COMPLETED MODELS

The models are now painted and it only remains to complete the bases before applying varnish. Make sure all of the models are firmly attached to their slottabases, and re-glue any that appear wobbly. Before covering the base with scenic flock it is best to paint a black area around the model's feet. This is left clear, and makes the figure stand out off the ground, instead of looking as if he's buried in it. Now paint the rest of the base green - the edges of the slottabase can be painted green to match your tabletop, or black to make them stand out. Our own models are often left with black edges, as we take photos for our games and magazines they must appear clear. If your troops aren't slottabased then you will have to make card bases and glue the models to them.

Once paint is dry, blob small amounts of glue to the top of the base and apply scenic flock. Flock can be bought from railway hobby stores. Tea leaves will do if you paint them green once dry, and dry brush over with yellow to create depth. Remember to leave a little black around the model's feet.

VARNISHING

Varnish is needed to protect your finished models, especially if they are to see a lot of hard fighting, travelling and handling. Paint will invariably chip, wear, or flake off if you don't varnish. Varnish comes in spray cans just like undercoat (try not to confuse the two!). It can be bought from almost any model shop or art shop and comes in two kinds **matt** and **gloss**. Which you use is a matter of taste. Matt varnish looks more natural, but gloss varnish is far tougher, and many people find the glossy appearance more attractive. Matt varnish also seems to be more absorbent, and will attract dirt and grease, whereas gloss varnish can be cleaned or dusted more easily. If you want a matt finish it is best to varnish with gloss first (for toughness) and then again lightly with matt. Most of our own collections are glossy (having spent hours on painting and converting we try to protect our models as best we can). However, glossy models are difficult to photograph because of the way bright light reflects from them, showing up as white patches. For this reason most of the models you'll see in our magazines are matt varnished. Often they receive a coat of matt varnish just for the photo, and are re-glossed afterwards.



BLANCHE! it's alright for him, he doesn't have to carry the ----- things.

STANDARDS

The focal point of any regiment is its standard - and you will find it worth spending time on this. The easiest way to learn how to paint a standard is to copy one. The work of master standard painters, such as David Andrews and John Blanche are well worth copying. John has even painted a special set of Warhammer standards for this Compendium, and you can cut these out and use them for your own regiments if you like. Alternatively copy them out, or alter them slightly to produce a new and original design.

BELLICOSE BESTIARY

NEW WARHAMMER MONSTERS

NEW DEMON

MIGHTY A-ANGOR THE GIGANTIC BALROG - SLAYER OF GODS

Most foul and deadly of all his kind is the Balrog Aangor, Slayer of Gods, Great Demon of the Deepest Pits of Hell. Before him even Balrogs and Demons quail in terror, squealing pitifully like squashed infants. His body is black beneath a cake of running sores and blood-crusted fur. His skin sweats sickly scented blood, his foaming jaws spit rotting gore, and dark blood pours constantly from his ears, nostrils and eyes. Every inch of his body is slimy and slippery with vileness. The stench of decay and putrescent flesh that he exudes is alone sufficient to tear apart the mind of a mortal. This is the least of Aangor's powers, for he is also a potent wizard, with dark and unfathomable secrets; magics far beyond the scope of living creatures.

M	WS	BS	S	T	W	I	A	Ld	Int	Ci	WP
6	10	10	9	8	20	10	10	10	10	10	10

Special Rules. Aangor can fly as a **lander**. As a Greater Demon he causes **fear** and **terror** in all living creatures. He is immune to psychological effects, unless caused by gods. He is immune to normal weapons. As a Balrog he is immune to all fire attacks and fire based magic. He attacks in combat with **6 claws**, **3 stomps** and a **tail-lash**.

Aangor can breathe fire in the same way as a Dragon, causing 2D6 strength 10 hits at a range of 12". He cannot breathe fire in combat.

Aangor is a mighty wizard as well as a creature of brute force and unfathomable energies. He is the equivalent to a level 4 wizard with a **Magic Constitution Level** of 100 and the following spells.

- Level 1: Fire Ball
- Level 2: Aura of Protection
Lightning Bolt
Smash
- Level 3: Arrow Invulnerability
Cause Stupidity
Dispel Aura
- Level 4: Blast
Stand Still

In addition Aangor has a special spell of his own **Burst Flesh**.

Spell Level	4
Energy	15
Description	This spell may be used against an individual or unit of living creatures within 12". If used against a unit it will effect up to D6 individuals. Targets have their usual magical saving throws . If they fail these then their living tissues will swell, brains expanding to divide skulls, bowels heaving and crawling from splitting stomachs, internal organs exploding into a mass of tangled, writhing gore. This causes the instant death of its victims - and surviving members of the unit must take an immediate rout test.



NEW ELEMENTALS

These new Elemental types are further manifestations of natural forces, akin to the basic elements of earth, air, fire and water. They have an affinity with one of the 4 elements, and will not attack, and cannot harm, other Elementals of that type. All the general rules that apply to Elementals hold true for these new ones (see page 47 of the Warhammer Battle Bestiary).

M	WS	BS	S	T	W	I	A	Ld	Int	Ci	WP
10	10	10	10	10	10	10	10	10	10	10	10

Basic Points Value 1133

LIFE ELEMENTAL

Life Elementals are allied to the Elementals of the Earth. Unlike other Earth Elementals, however, they are tall and graceful, as a young tree or a beautiful woman. They are creatures of the growing earth, the motivating force that gives life to plants and plant spirits. As such they are revered especially by the Elves - who, more than any other race, are preoccupied with living things, useful plants, stimulating herbs and other vegetable derived substances. Rules are the same as for Earth Elementals, except that Life Elementals of size 5 or greater can cast a **Hedge of Thorns** spell rather than the usual **Assault of Stone**.





DEATH ELEMENTAL

The Death Elemental is also allied to the Elementals of the Earth, but represents the negative side of the force - that which reclaims all living things into the bosom of the earth, enabling continual rebirth from the soil. The balance between life and death is obviously a delicate one, for each feeds the other in a continuous and harmonious cycle. Rules are the same as for other Earth Elementals, except that a Death Elemental cannot use an Assault of Stone spell. Instead, any Elemental of strength 5 or more may use a unique power called the **Squeeze of Death**. The Elemental simply points at any individual living model causing an automatic D6 wounds, irrespective of toughness and without recourse to saving throws of any kind. Range equals the Elemental's size in inches (size 5 = 5", size 10 = 10", etc.). This power can be used in combat as well as normal attacks.

PLAQUE ELEMENTAL

This is a Elemental of the air. Its arrival can easily be foretold by a foul stench on the breeze, as of rotting flesh or garbage. Rules apply as for other Air Elementals. Plague Elementals can cast a **Wind Blast** spell, like other Air Elementals, but note that this is a rank, disgusting wind. This causes the equivalent of 1 strength 3 hit on each living target effected by the blast. Elves, because they are naturally fastidious if not obsessive about personal hygiene, suffer strength 4 hits instead. Victims turn black, their tongues swell horribly, skin blisters and great, yellow boils burst out all over their dying bodies.

NEW MONSTERS

DRAGON TURTLE

The Dragon Turtle is an aquatic reptile which spends very little of its time on shore. The only occasion these creatures leave the sea is to lay their eggs, which they do along sandy beaches, burying them before disappearing back into the ocean. At such times they are dangerous and aggressive, and will attack other creatures that disturb them.

Physique. Dragon Turtles look like turtles, with the head of a Dragon, and a hard, spiky shell. They are over 10' long, and may be much larger. The very largest of these creatures will attack boats or swimmers.

World Distribution. World-wide in the oceans and coastal regions.

Alignment. Neutral.

Special Rules. The Dragon Turtle causes fear in all living creatures under 10' tall. Its shell gives it a basic saving roll of a 5 or 6 on a D6. The creature has 1 bite and 1 stomp attack.

Basic Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	4	3	3	2	7	3	7	7

Basic Points Value 36.

CULCHAN

The Culchan is a huge, flightless, carnivorous bird that lives on the pampas grasslands of Lustria. It is prized by Pygmies and Slann for its multi-coloured plumes and for its flesh, considered a delicacy by Pygmies and Slann alike. The creatures are extremely fierce, but can be used as riding beasts if hand reared. Consequently eggs or hatchlings are very valuable.

Physique. These unusual birds have strong legs and necks, whilst their head is similar to that of a parrot. Their beaks are exceptionally strong, and can easily crack a man's skull. Plumage is usually brown, but males in good condition grow a completely new set of colourful red and blue plumage, as well as long tails and crests. They reach 8 - 9' in height.

World Distribution. The grasslands of Southern Lustria.

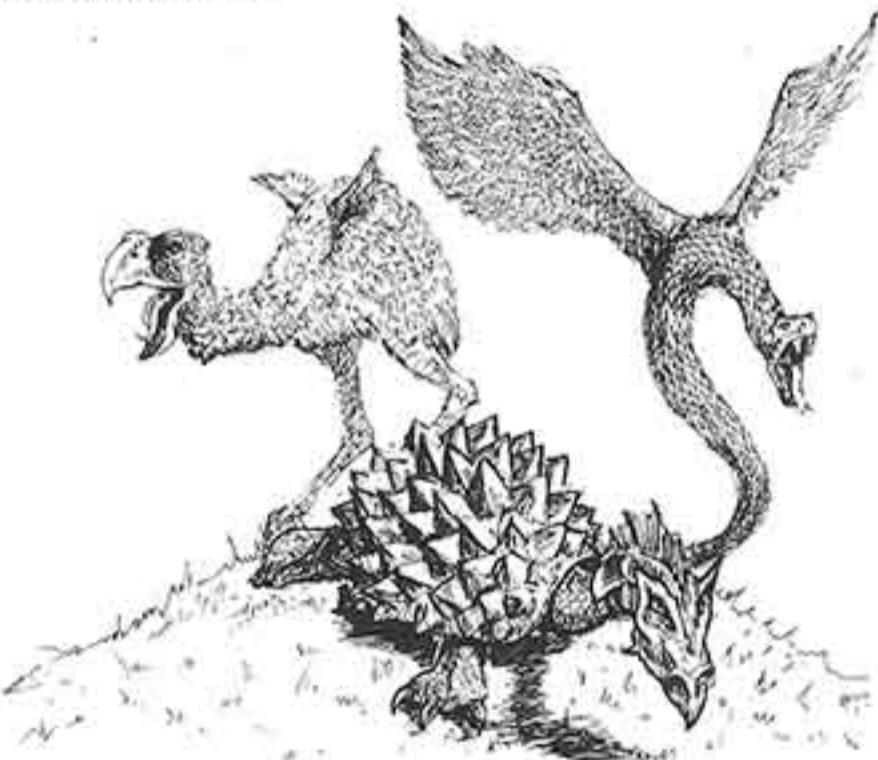
Alignment. Neutral.

Special Rules. 1 bite from the beak and 1 stomp from the legs. Subject to stupidity.

Basic Profile.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	4	2	2	2	2	4	6	6

Basic Points Value 18.



COATL

The Coatl, or flying serpent, is a strange Lustrian creature than figures strongly in the legends of the Slann. The Slann associate the creatures with their God Quetzacoatl, treating it as a sacred animal. Coatl are intelligent creatures and may even be magical. They speak their own rather sibilant tongue.

Physique. Adults can reach 20' in length. They resemble large snakes, with a head similar to that of a Dragon and large, feathered wings. Sometimes their whole body can be covered in feathers. The Coatl can shed and regrow plumage in any colour it chooses, leaving a cast of its old skin rather like that of an ordinary snake. These are prized by the Slann, and used by them to make ceremonial cloaks and banners.

World Distribution. Tropical rain forests of Lustria.

Alignment. Good.

Special Rules. Bite attacks. Coatl are venomous. Fly as swoopers. Cause fear in living creatures under 10' tall. Coatl can be wizards (5% chance of any one individual being a wizard). Work out profiles as points as normal for wizards.

Basic Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	6	0	4	5	3	6	3	8	8	8	8

Basic Points Value 78.

CITADEL MINIATURES PUBLICATIONS

WARHAMMER



ONLY
£9.95

FANTASY BATTLE RULES

BY BRYAN ANSELL,
RICHARD HALLIWELL & RICHARD PRIESTLEY

Within the WARHAMMER Fantasy Battle Rules, you will find all the information needed to enable you to re-create fantastic battles on the tabletop. Players take command of powerful armies, cunning wizards and mighty heroes in a world where magic works and the nightmare creatures of legend are deadly real.

To play WARHAMMER battles, you will need the rulebooks in this set, a selection of models, and dice. This box also contains a small selection of full-colour card models to enable you to fight out the introductory scenario. Dice and three-dimensional models are not included.

BLOOD BATH AT ORC'S DRIFT

A WARHAMMER SCENARIO PACK BY
IAN PAGE, GARY CHALK & JOE DEVER



ONLY
£5.95

BLOOD BATH AT ORC'S DRIFT

BY IAN PAGE, GARY CHALK & JOE DEVER

King F'yar - Orc chieftain of the North - plans a swift campaign of devastation upon his enemies of old. Elves, dwarfs and men of the colonial state of Ramalia unite to stop him - but is it already too late? Find out with Orc's Drift, a specially designed WARHAMMER scenario pack featuring four separate battles with complete battle maps and dispositions, cardboard armies, a full set of command sheets for combatants, a selection of attractive card buildings and a comprehensive victory points schedule for each side. A major WARHAMMER campaign in one package.

BLOOD ON THE STREETS



ONLY
£5.95

BLOOD ON THE STREETS VILLAGE PACK ONE

This village pack contains a selection of card models ideal for use in any role-playing adventure game or tabletop battle. A special descriptive booklet - The Riding - introduces three villages created using the models from this box, together with suggested inhabitants and campaign ideas.

Village Pack Two will be available from January '86

THE CITADEL JOURNAL SPRING '85



THE SECOND CITADEL JOURNAL AUTUMN '85



ONLY
£1.50
each

The Citadel Journal is the first of our quarterly magazine featuring One Step Beyond - expert tips in painting and converting from John Blanche, Regiments of Renown - up to date descriptions and full Warhammer stats, Archaic Abodes - cut out and assemble card buildings ideal scenery for Warhammer battles. Plus who's who at Citadel, Compendium Selection, Readers Art Gallery and much more!

The Second Citadel Journal features The Dolgan Raiders - a Warhammer scenario with card models and counters, Pigpen Muckyfoot's Guide to Painting - first paint work in acrylics, Regiments of Renown - more up to date descriptions with full Warhammer stats. Plus The Known World, Giants, Titans and Giant Demons on a budget plus the usual articles.

The Third Citadel Journal will be available from Spring '86

FIGHTING FANTASY



THEY'RE HERE - Cutting there way out from Steve Jackson's and Ian Livingstone's best selling book; the FIGHTING FANTASY models darkness and the black legions of chaos. Each finely detailed figure is moulded in grey plastic and stands approximately 60mm tall and comes supplied with an assortment of weapons and equipment, including one of a selection of different interchangeable heads or helmets.

Collect them all, and muster your own armies of goodly heroes or foul hordes of bestial monsters.

HEROES

WIZARDS



BARBARIANS



HEROIC KNIGHTS



WARRIORS OF CHAOS



DWARFS



MONSTERS

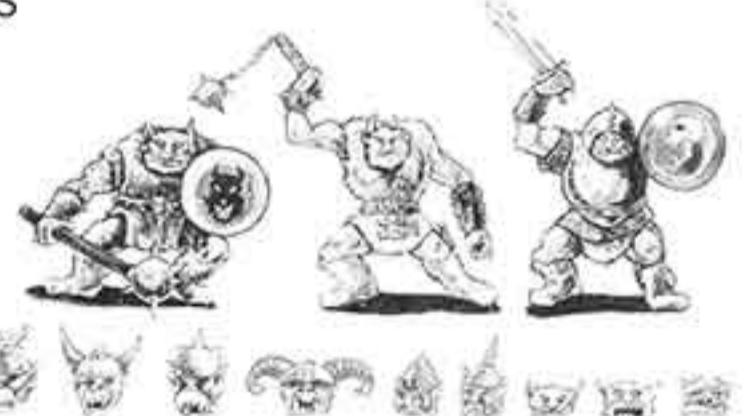
SKELETONS



GOBLINS



ORCS



OGRES



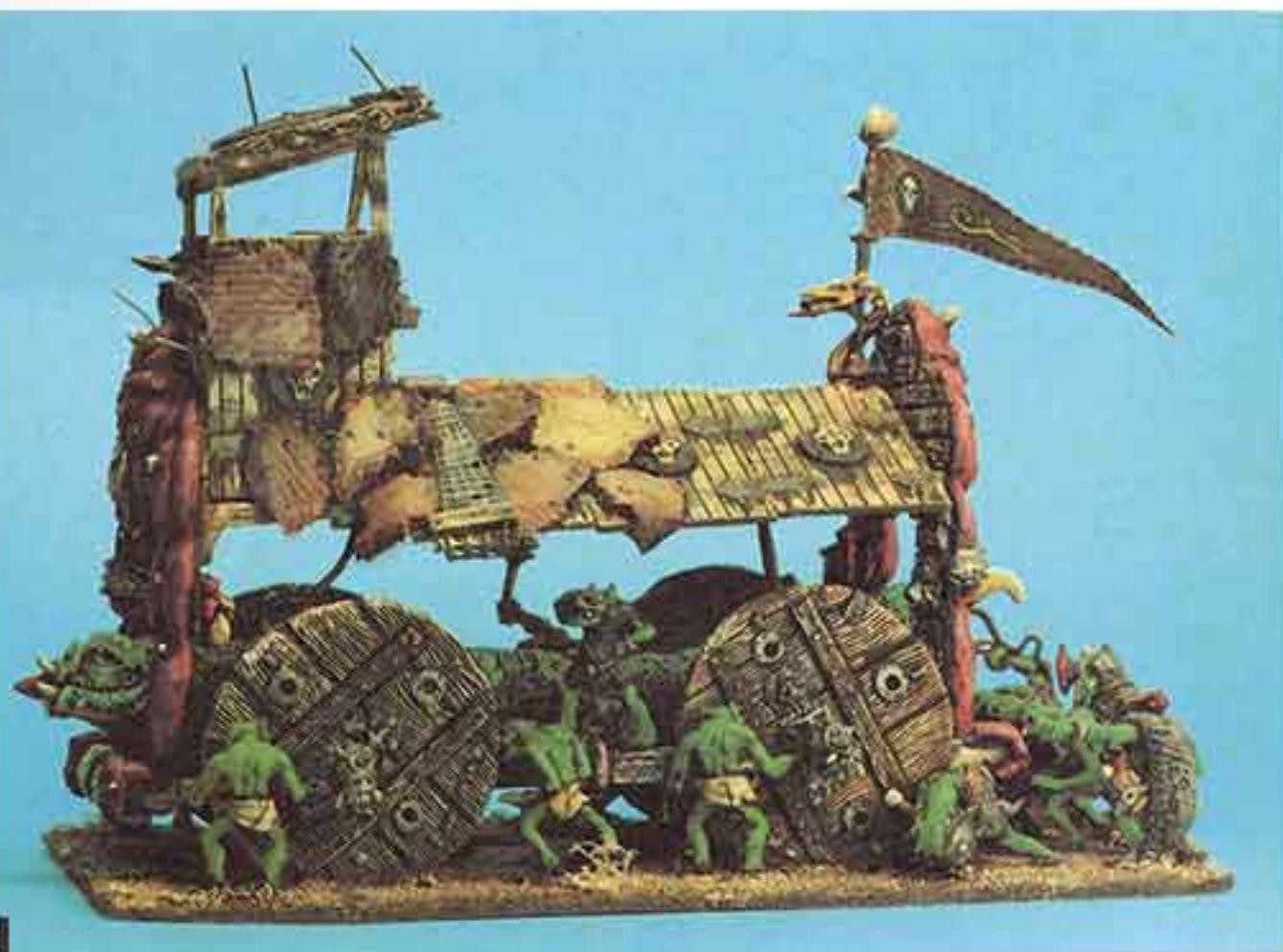
**ALL FIGURES 65p
EXCEPT OGRES £1.25**

TM denotes trade mark of Penguin Books Ltd.
FIGHTING FANTASY ©1982 Steve Jackson and Ian Livingstone.

CITADEL
MINIATURES

Photo Page





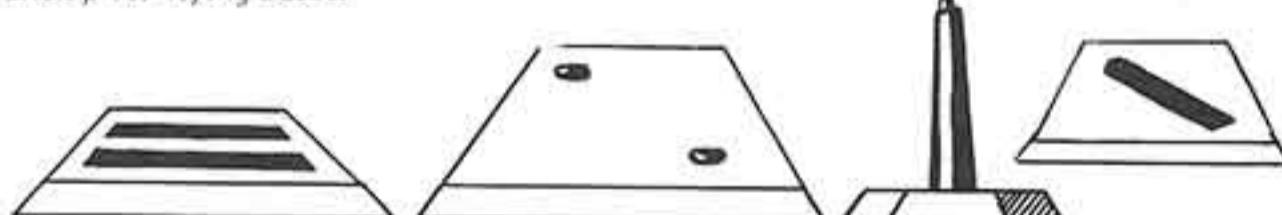
- A Phil Lewis painted and photographed by Phil Lewis
- B Advanced Dungeons & Dragons® Umber Hulk painted and photographed by Phil Lewis
- C Chaos Ogre painted and photographed by Phil Lewis
- D Orcs painted and photographed by Phil Lewis
- E Land Galley modelled and painted by Steve James and photographed by Phil Lewis
- F Chaos Minotaur converted and painted by John Blanche, photographed by Joe Diver
- G Nick Baily's two headed dragon, painted by Nick and photographed by Richard Harcourt
- H Charles Elliott's Chaos War Machine, converted and painted by Andrew Howes and photographed by Joe Diver
- I Village in stocks painted and photographed by Phil Lewis
- J Alex McCullum demonstrates the art of scratch-building with this evocative 'alien' scene
- K Imperial Space Marine painted and photographed by Phil Lewis
- L Advanced Dungeons & Dragons® Illusionist painted and photographed by Phil Lewis
- M Orc officer painted and photographed by Phil Lewis
- N Another atmospheric shot, this time from Phil Lewis and featuring Advanced Dungeons & Dragons® Shrikeker and Shambling Mound
- O Advanced Dungeons & Dragons® Ranger painted and photographed by Phil Lewis
- P Advanced Dungeons & Dragons® Magic User painted and photographed by Phil Lewis
- R Lord of the Rings™ Mouth of Sauron from the [prolific] Phil Lewis

CITADEL MINIATURES

Presenting the all new Citadel Compendium Selection of models, replacing the selection in prior Compendiums and Journals. The models illustrated within these hallowed pages do not represent the entire range of Citadel Miniatures - the sum total of which would fill a tome of insanely large proportions - but, rather, comprise a limited selection from each range. The complete range of Citadel models changes all of the time - with a half-dozen new models made every single working day. Although we would like to provide you with a catalogue of all of our hundreds and hundreds of models this simply isn't possible! Models are continually going out of production, moulds are perpetually wearing out and new ones being made. Given this state of flux, industrial anarchy and managerial indecision we find it impossible to promise that any given model will or won't be available at any given time. The models illustrated in this catalogue, however, **will** remain in production for the life of this compendium (throughout 1986). We will make a heroic effort to keep these models available. Our gallant mould-makers will be beaten into producing however many moulds are necessary to ensure that these models remain available. Some of our workers will fall by the wayside, bloodied, redundant carcasses littering our otherwise unsullied corridors. However, the sacrifice will be worth it.

WARNING - Please remember Citadel models are intended for serious and responsible collectors and gamers - they are not toys. Models contain lead which may be harmful if chewed or swallowed. Citadel miniatures are not recommended for children under 12 years of age.

Most Citadel models now come with a separate styrene Slotta-base for gaming and display. Each base has either a pre-cut groove to take the model, or a series of weakened grooves underneath. Use a screwdriver to push out weakened grooves where required (do not use the model tab itself or it will break). Apply glue to the tab on your model and fix to the slotta-base as shown. Slotta-bases provide a stable base for your models and are ideal for displaying your models at their best. Each model comes with an appropriately sized and shaped base, additional slotta-bases can be purchased separately should you wish, for a mere 2p for hexagonal, 20mm & 25mm bases, 3p for horse/monster oblong bases and 6p for 40mm bases, and 5p for flying bases.



Models indicated come complete with a separate, moulded, hard-styrene shield; allowing, for the first time ever, realistic shield thicknesses and enhanced three-dimensional effect. Each metal model is cast with a separate shield stud. Attach the shields to the stud using super-glue or similar adhesive. The studs are cunningly moulded so that they can be painted to represent a metal shield boss. By 1986 we will be making special shield design transfers available to fit these clever little devils. You can purchase extra shields for 1p each.



Requires Assembly - this symbol indicates that the model or models are cast in two or more parts. Such models will need to be assembled by you. A degree of modelling competence is necessary to construct any multi-part kit, and we do not recommend them for inexperienced or very young modellers.

CITADEL MINIATURES

FIGHTERS

C01

Designed by Bob Naismith



Wolfhead



Hercule Throb



Sir Bryan
of linby



Anwan of
Middlemarth



Ivan Nozski



Angus Hardheart



Sigurd



Erlic



Aelfric



Dolgar



Baldur



Gustrav



Atari



Cedric



Dorian



Baron
Banesword



Hengist



Achmed



Beowulf the Berzerk



Klotilde Ironface

CRADLE MINIATURES



WIZARDS

C02

Designed by Aly Mortain



Archmage

Hansat

Derver

Baygar

Spyre

Norri



Skullspeaker

Seerstone

Samantha Phox

Holbon Toddlebrew

Drillwear

Mazda

Kynkar



CLERICS

C03

Designed by Bob Naismith



Ancient Word
Female

Rus

Ivory Temple



Inner Sight



Black Brotherhood

Albonite
Female

Forestal



Red Robe



Word Power



Sacred Bull

CITADEL MINIATURES

THIEVES

C04

Designed by Alan & Michael Perry



Quickblade



Footpad



Rownald
Byggs



Cuthroat



Thug



Stiletto



Phaygin



Gutsnort



Quickfoot



Cat Burgler



CHAOS RATMEN (SKAVEN)

C47

Designed by Jes Goodwin



NIGHT RUNNER



WAR THRALL



SPIKE SLINGER



SLAVER



PACKLORD



LAIR WARDEN



BACKSTABBER



IRON WIELDER



PLAGUE MONK



CLAN RETAINER

CITADEL MINIATURES

DWARFS

C06

Designed by Alan & Michael Perry



Very upset Berserker



Sureshot



Retainer



Noble Warrior



Bandit



Lord



Hero



Clan Chief



Axe Dwarf



Veteran

RANGERS

C07

Designed by Alan & Michael Perry



Forester



Long Bow



Royal Gamekeeper



Bounty Hunter



Far Sight



Targeteer



Gamekeeper



Hunter



Trapper



Strong Arm



Scout



Poacher

CITADEL MINIATURES



HIGH ELVES

C08

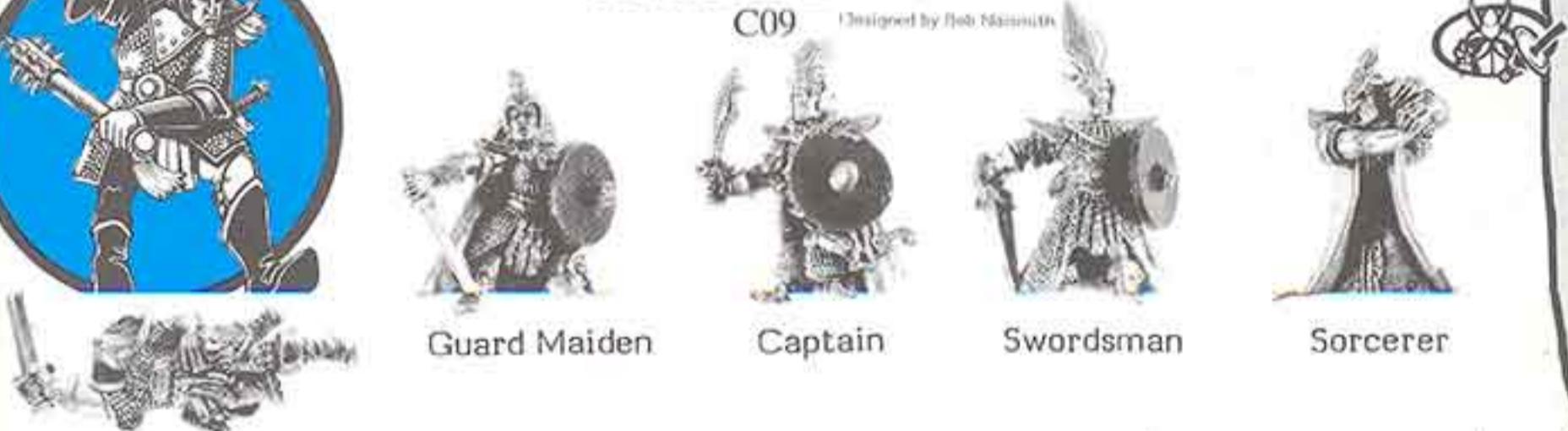
Designed by Aly Morrison



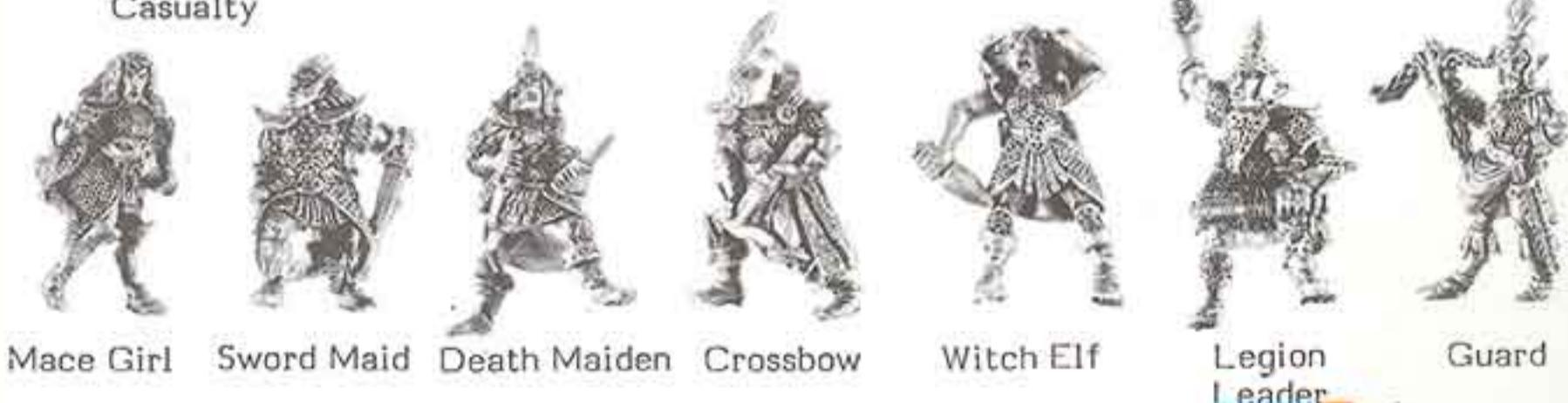
DARK ELVES

C09

Designed by Rob Morrison



Casualty





CITADEL MINIATURES

HALF-ORCS

C10

Designed by Al J. Morrison



Guard



Big Grin



One Tooth



She Devil



Two Sword



Mercenary



Shield Smasher



Gnash



Stiff



Sniper



Brave

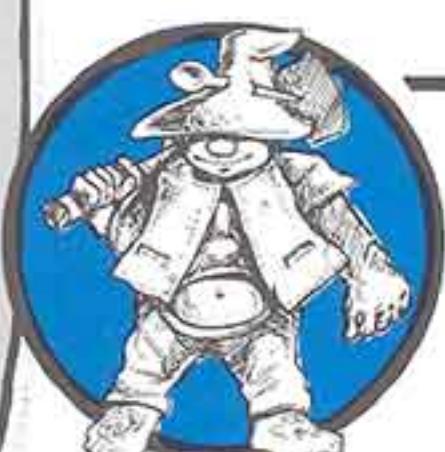


Champion

HALFLINGS

C11

Designed by Alan & Michael Perry



Hog



Smallfoot



Mattock the Plump



Hari the Hammer



Big Waist



Rotundo



Proud Foot



Bill Benno



Lando the Large

Cecil
Ogre Slayer

CITADEL MINIATURES



GNOMES C11

Designed by Trish Morrison



Hillbreath



Dird Stammerly



Orlok Ashstave



Barry the Bold



Norris
Sureshot



Holaf
Hardbite



Dundil



Stolli



Syreswain



Evilsdune



GOBLINS C12

Designed by Alan & Michael Perry & Kev Adams



Knee Spiker



Archer



Clubber



Bowman



Leg Biter



Slug Slinger



Bag Blower



Neck Cracker



Sniper



Eye Gouger



Standard Bearer



Head Taker



Mace Wielder



Sharp Blade



Spear Thruster



CITADEL MINIATURES

SNOTLING

C14

Designed by Kevin Adams



Bit



Bob



Gug



Zot



Dit



Zid



Xen



Bog



Gug



Dig



Snot



Snit



Rud



Gig



Lud



Snif



Greni



Bogy



Chug



Tug



Gaz



ORCS

C15

Designed by Alan & Michael Perry



Nazram



Bungerbol



Grigal



Warlob



Gashcog



Gobstob



Brugzod



Tizog



Lutnob



CITADEL MINIATURES

SKELETONS

C17

Designed by Mike and Alan Perry.



Lord Krell

Azak

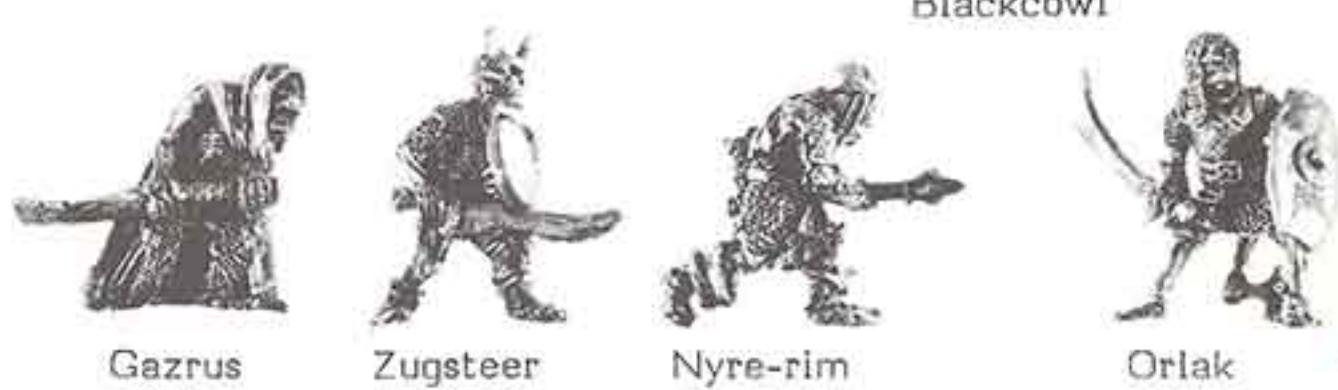
Ranlac

Azul-z-ini

Zolbob

Blackcowl

Finrum



Gazrus

Zugsteer

Nyre-rim

Orlak

UNDEAD SAMURAI

C18

Designed by Aly Morrison.



Tu

Ig

Liy

Kn-fi

Chi



Ho

Chun

Ne

Ta

Bo

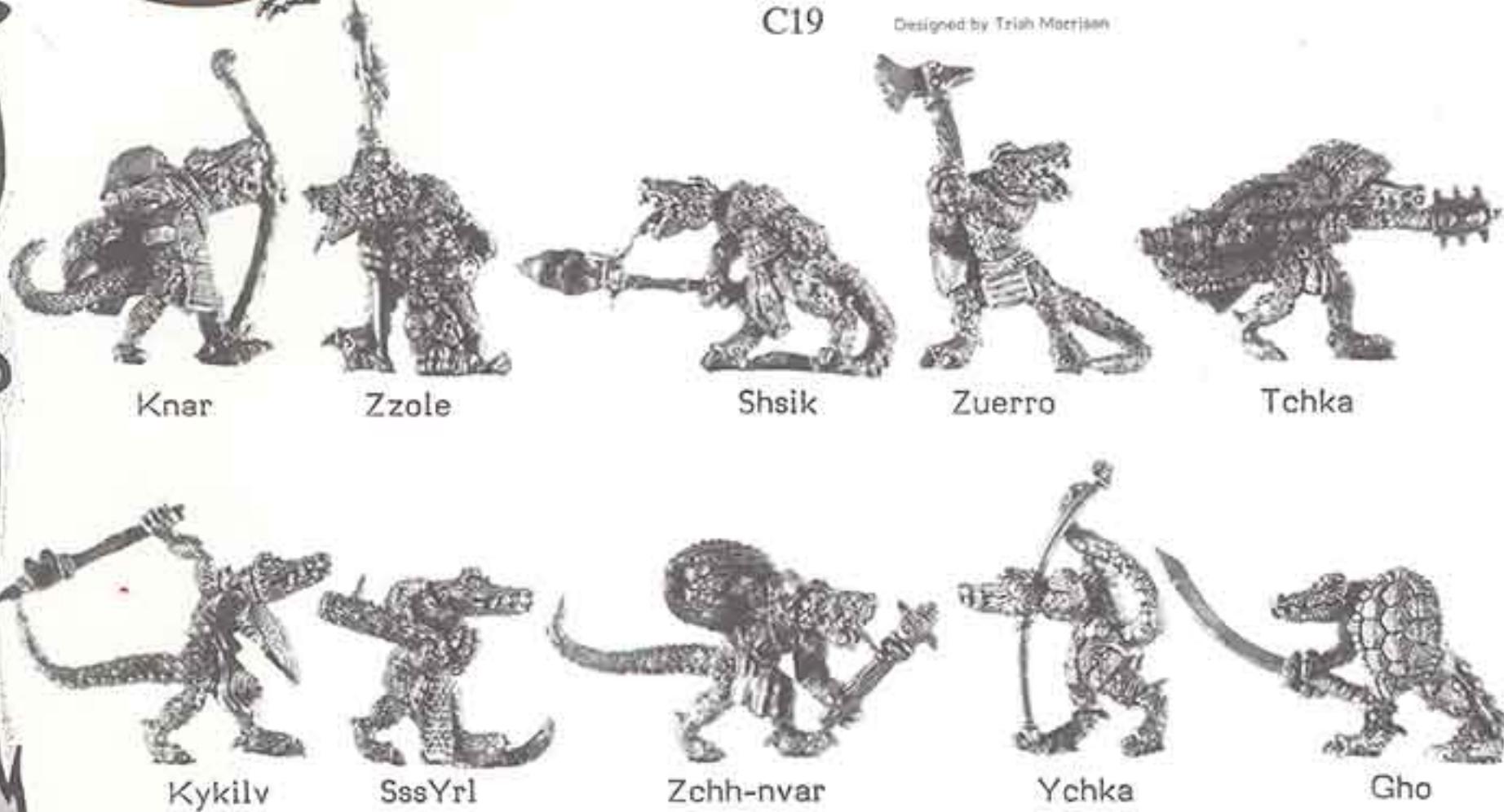
CITADEL MINIATURES



LIZARD MEN

C19

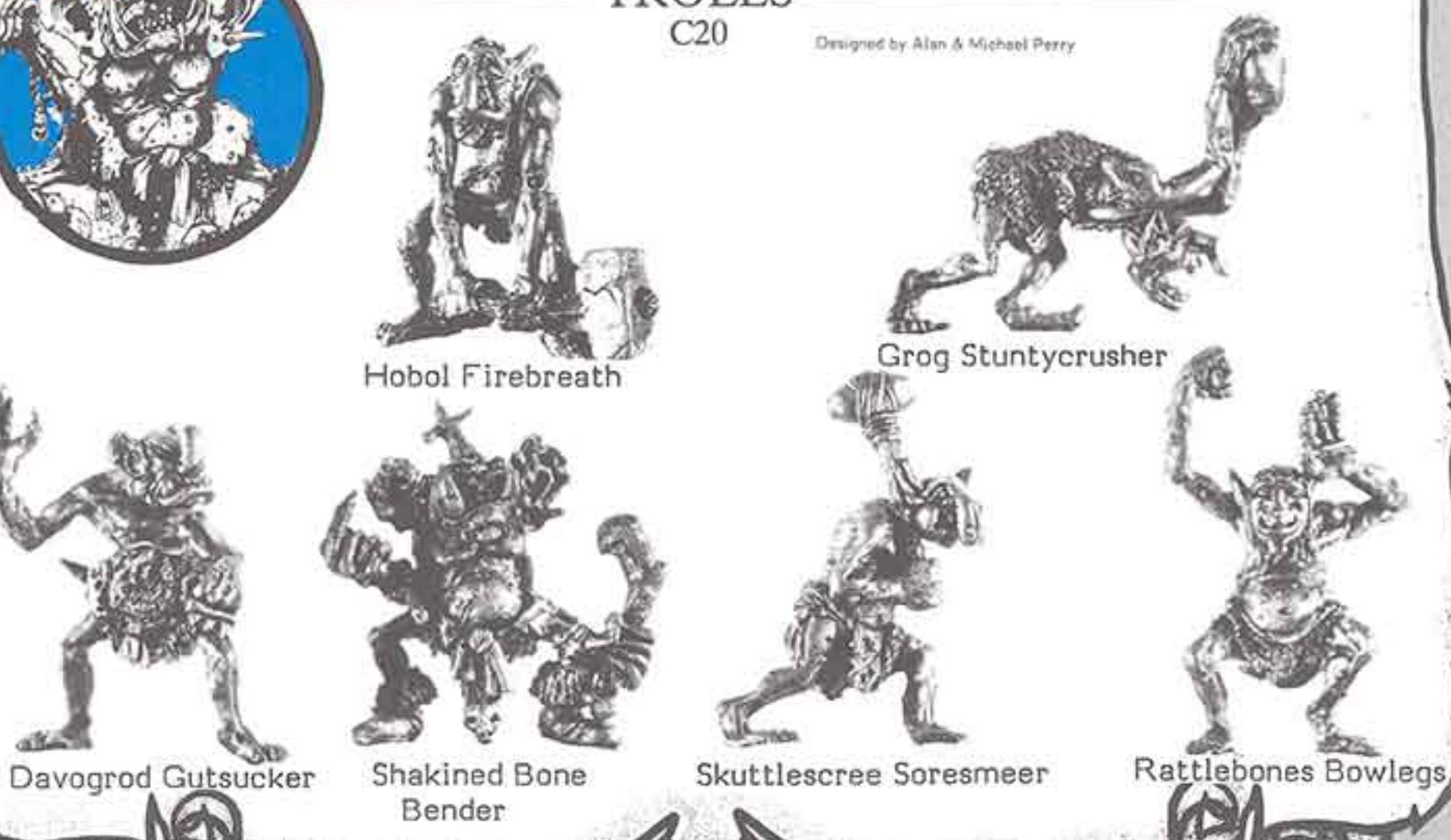
Designed by Trish Morrison



TROLLS

C20

Designed by Alan & Michael Perry

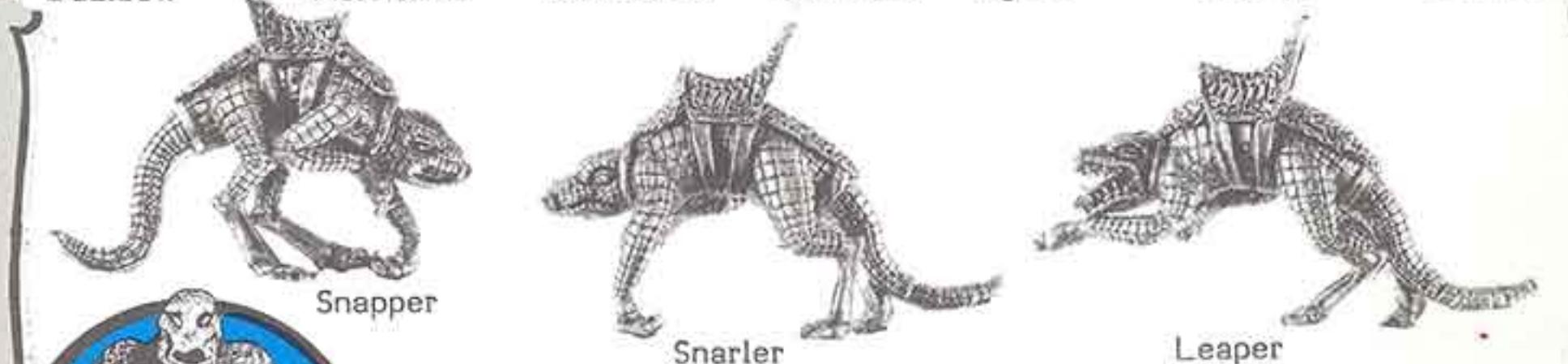


CITADEL MINIATURES

COLD ONE RIDERS

C21

Designed by Bob Malmith



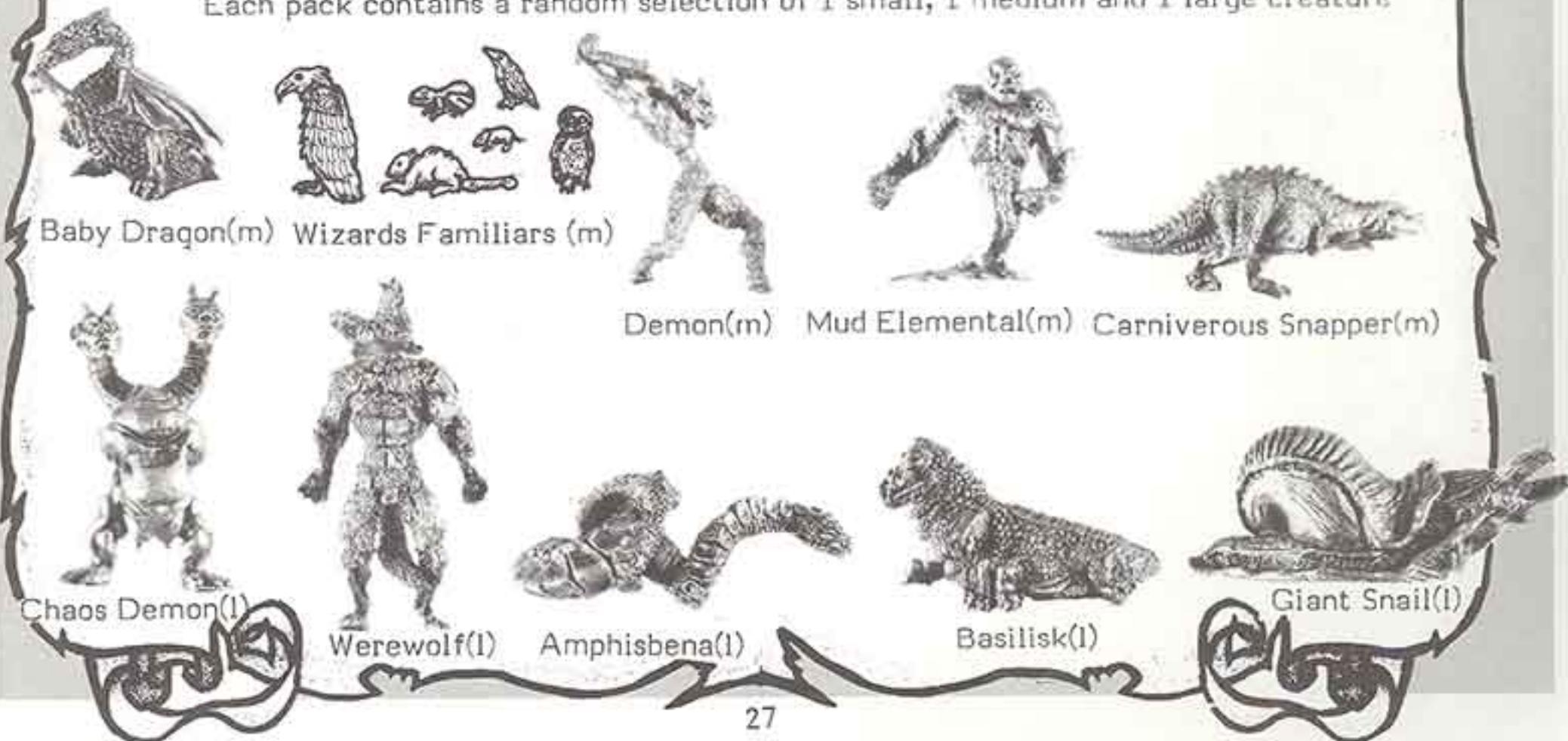
CREATURES

C22

Designed by Nick Helfer



Each pack contains a random selection of 1 small, 1 medium and 1 large creature



CITADEL MINIATURES

Designed by Jes Goodwin

OGRES

C23



Marauder

Oriental Ogre

Warrior Priest

Chaos Ogre

TROGLODYTES

C24

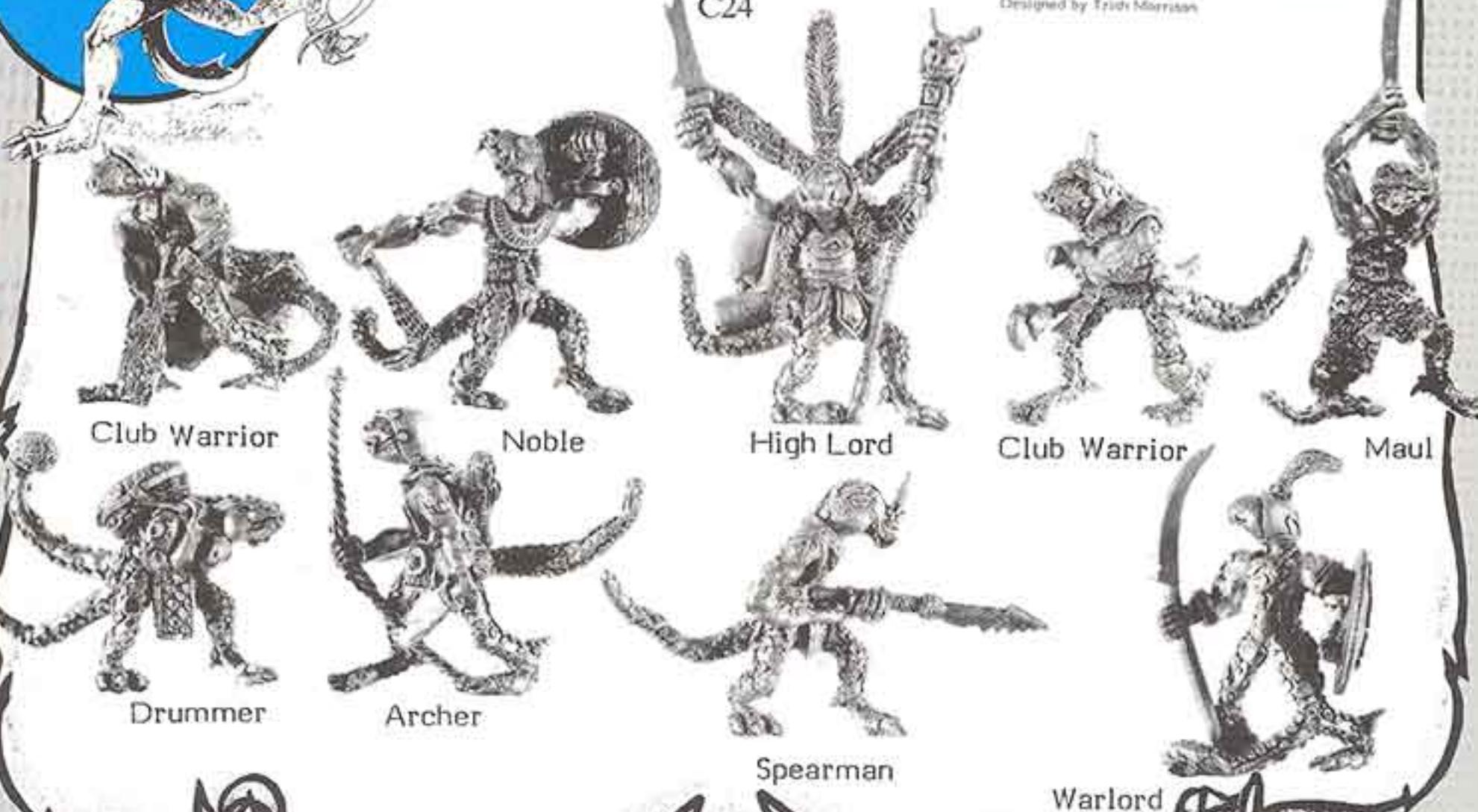
Designed by Trudi Morrison

Warlord

Gladiator

Bounty Hunter

Mercenary



CITADEL MINIATURES



MEN AT ARMS

C26 Designed by Alan & Michael Perry



Man-at-arms with Pole-axe



CHAOS BEASTMEN

C27 Designed by Guy Adams



Swilefog

Guzgog

Ruttrot

Gizilgig

Agbone

Skarrim



Bolbone

Kollbag

Khornag

Hardhoof

Shearmone

Bendle



CITADEL MINIATURES

CHAOS GOBLIN MUTANTS

C27

Designed by Alan & Michael Perry



The Twins



Plague



Spiky Shaman



Horns



Long Neck



Mace Tail



Wingback



Beast



Three Eyes



Hopper



PYGMIES

C27

Designed by Alan & Michael Perry



Umpopo



Ugh



Ahg



Bongo



Puff



Chieftain



Standard Bearer



Shaman



Og



Arg



CITADEL MINIATURES

CHAOS SNAKEMEN

C27

Designed by Charles Elliott



Saranth Elf Mangler



Higgat Dwarf Slicer



S'Sirron Fangthrane



S'Ion Life Smasher



S'Iararet Slintered Fang



GOBLIN FANATICS

C27

Designed by Alan & Michael Perry



Agrat



Noshtof



Dugga



Igi



Kang



Zitty

HOBHOUNDS WITH HOBGOLIN HANDLER

C27

Designed by Aly Morrison



CITADEL MINIATURES

GIANT DEMONS

C28

Designed by Nick Bibby



Amratha Mangorer

Dematt Ghoulchewer

LARGE MONSTERS

C29

Designed by Nick Bibby



Giant Carnivorous Bird



Giant Owl



Turtle Dragon



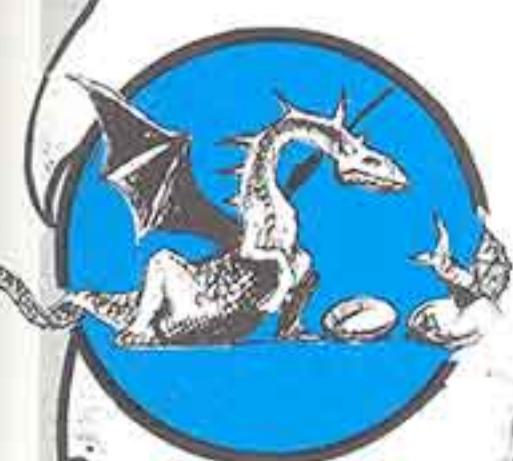
Winged Fire Demon



Plague Elemental



Coatl
(Supplied with clear plastic base)



CITADEL MINIATURES

—LARGE MONSTERS—

C29 Designed by Nick Webb



Creeping Young Dragon



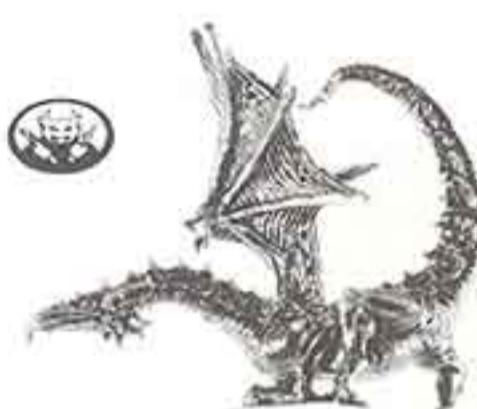
Horned Young Dragon



Jabberwocky



Mauling Young Dragon



Scorpion Tailed Young Dragon



Steathy Young Dragon



Cave Dragon



Spined Young Dragon & Hatchling



CITADEL MINIATURES

AMAZONS

C30

Designed by Alan & Michael Perry



Tribes Women



Mother
Samantha



Koka-Kalim



Koka-Kalim
Clubber



Berzerker



The Goddess Rigg



Sisterhood
Novice



Tribes
Women



Body Guard



Koka-Kalim
Blade Woman



Body Guard



Sisterhood
Mage

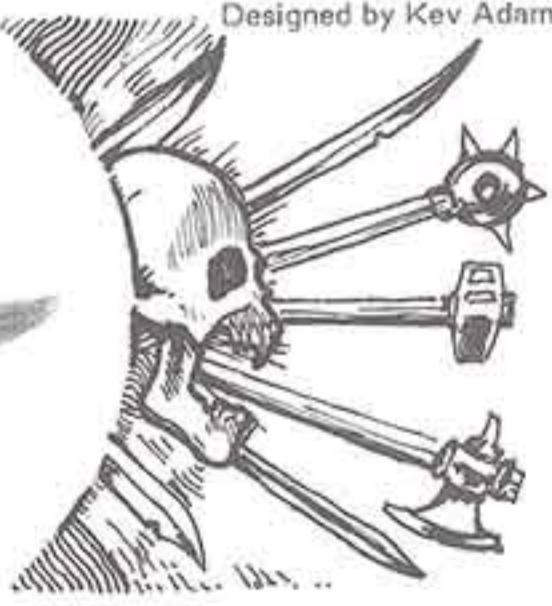
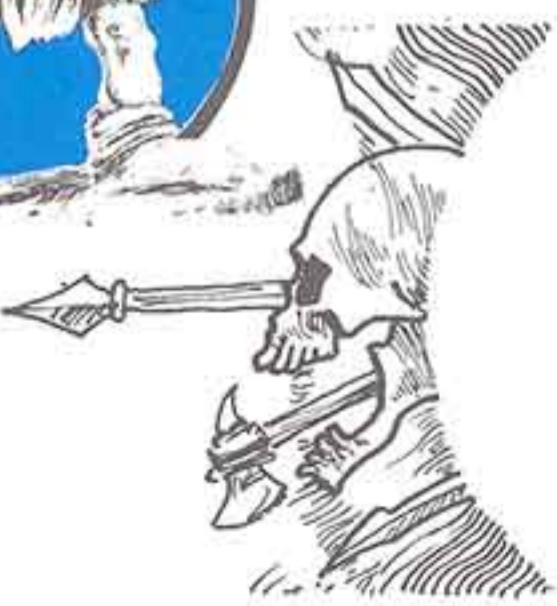


Body Guard

GIANT HILL TROLL

C31

Designed by Kev Adams



Giant Hill Troll

CITADEL MINIATURES

SLANN

C32

Designed by Alan & Michael Perry



Slave



Slave Master



Brave Axeman



Herald



Spearman



Brave Leader



Slave



Brave



Warrior



Palace Guard Officer

ADVENTURE PACKS

C33

Designed by Aly Morrison & The Perry Twins



Supplied with a clear plastic stand



Wizard on Flying Carpet



Chaos Knight



CITADEL MINIATURES

ADVENTURE PACKS

C33



Chaos General!



Chaos Champion



Chaos Hero



Ranger

GARGOYLES

C48

Designed by Aly Morrison



Ahkensdab



Zhted



Bld'Ngor



Gotalot



Sld'Eth



Znt'Raht

Each figure comes supplied with a random set of wings

CITADEL MINIATURES

ELEMENTALS & DEMONS

C34

Designed by Nick Bibby & The Perry Twins

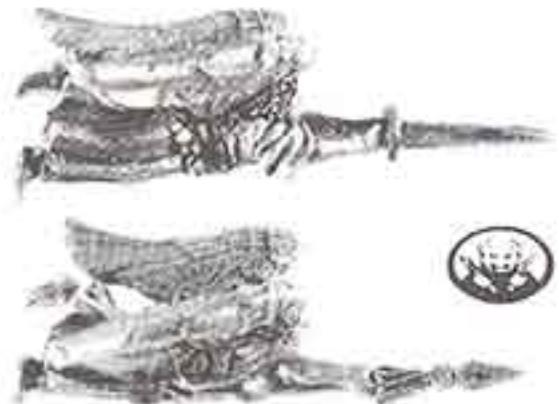
Supplied with clear plastic stands



Deamon



Chaos Demon



Demons of Law (2)



Pit Fiend



Chaos Demon



Life & Death elemental (Pack of 2)



Water Elemental



Fire Elemental



Stone Elemental



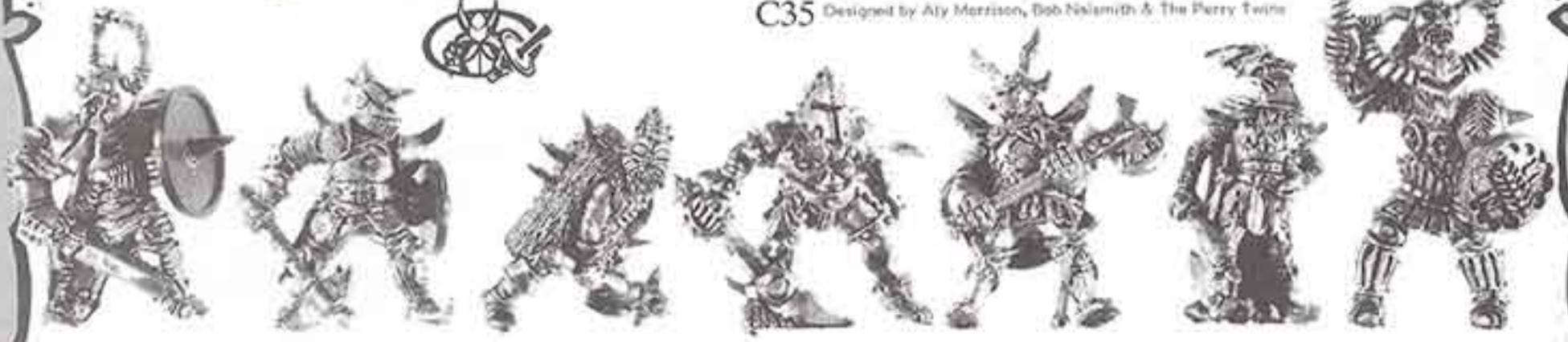
Air Elemental



CITADEL MINIATURES

CHAOS WARRIORS

C35 Designed by Aly Morrison, Bob Nisbitt & The Perry Twins



Ulrik Giblit

Udkar

Nud Spinespittle

Fenris

Bone Racker

Panedal

Daethskar



Harrowhound

The Iron Duke

Bandog

Count Metalmane

Jagglespur

Bezzlebound

HOBGOBLINS

C36

Designed by Aly Morrison



Od Blackfang



Vile Slitbone



Dut Doomaxe



Angror



Gruil Swiftfoot



Spinetoe



Ogi Darktooth



Voxin



Gashgrut



Sureye Kroenail

CITADEL MINIATURES

TOM MEIER'S ELVES

C37

Designed by Tom Meier

NOT FOR SALE IN U.S.A.



Nileomy



Syndil Starsynne



Loctite
Quickfinger



Fenglehelm



Penotrnane



Endelion



Galane



Elinmorth



Gol-Ollunine



Desildore



Purithane



Delvindun



Philphane

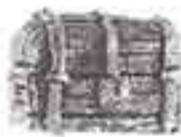


King Gol-Garath

TREASURE CHESTS

C39

Designed by Rick Priestly





CITADEL MINIATURES

LONE WOLF

C41

Designed by Alan & Michael Perry

MANUFACTURED UNDER LICENCE FROM GARY CHALK AND JOE DEVER TO ACCOMPANY HUTCHINSON'S PAPERBACK SERIES.



Nidnuks



Citadel Guard



Bandit



Guard Captain



Vonatar



Young
Thaumaturist



Lone
Wolf



Helghast



Giak

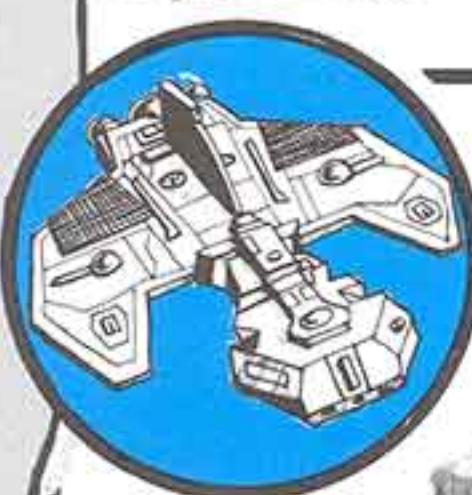


Vordak

BATTLECARS

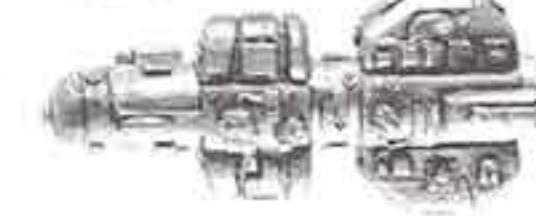
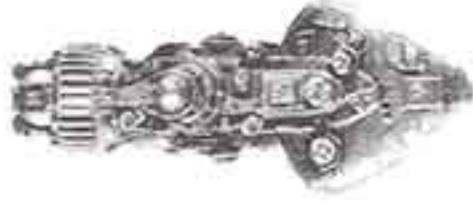
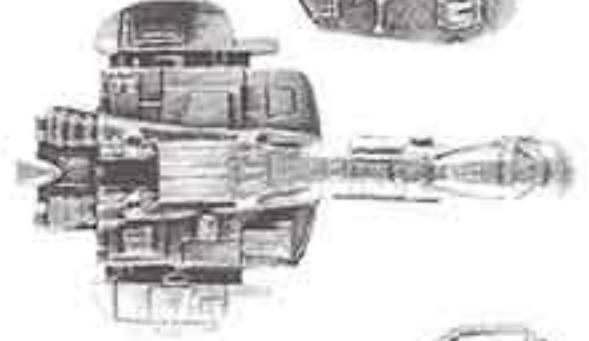
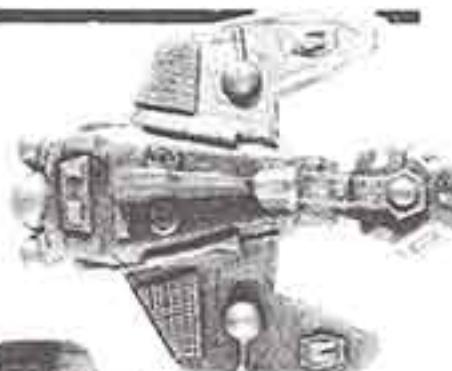
C42

Designed by Tony Simeone

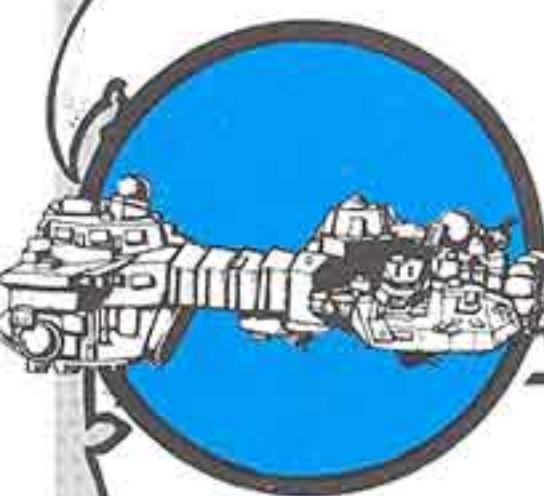


SPACESHIPS

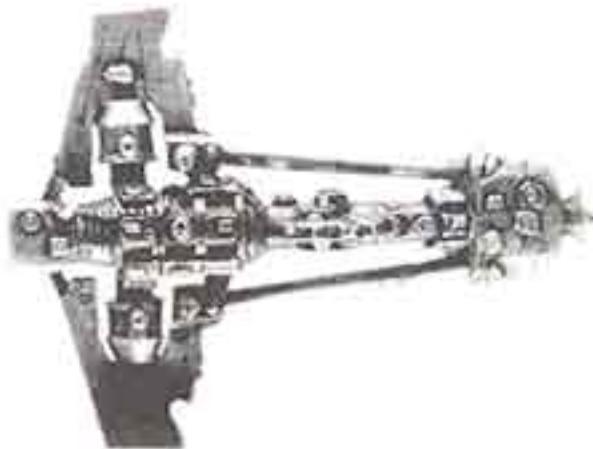
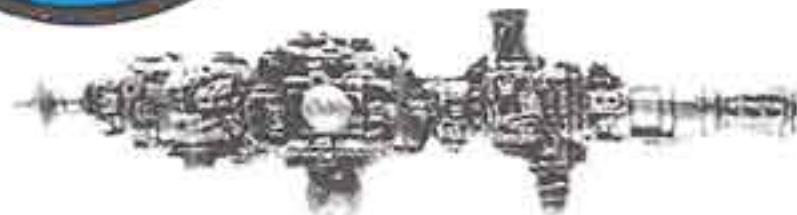
C43



CITADEL MINIATURES



—DREADNOUGHT SPACESHIPS— C44



—TOWNSFOLK & VILLAGERS—

C46

Designed by Trish Morrison



Idler



Poacher



Gypsy



Alchemist



Militia Clubman



Militia Axeman



Bard



Bishop



Lawyer



Coachman



Druid



Charlatan



Herdsman



Gypsy



Jester

Advanced Dungeons & Dragons® Miniatures



ADD 1 MAGIC USER
player character pack



ADD 2 FIGHTER WITH LONGSWORD
player character pack



ADD 3 CLERIC WITH MACE
player character pack



ADD 4 THIEF WITH SWORD
player character pack



ADD 5 ILLUSIONIST
player character pack



ADD 6 PALADIN WITH LONGSWORD
player character pack



ADD 7 RANGER WITH SWORD & BOW
player character pack



ADD 8 ASSASSIN WITH DAGGER AND SWORD
player character pack



ADD 9 DRUID
player character pack



ADD 10 FIGHTER IN PLATEMAIL
adventure pack



ADD 11 FEMALE MAGIC USER
player character pack



ADD 12 FEMALE FIGHTER
player character pack



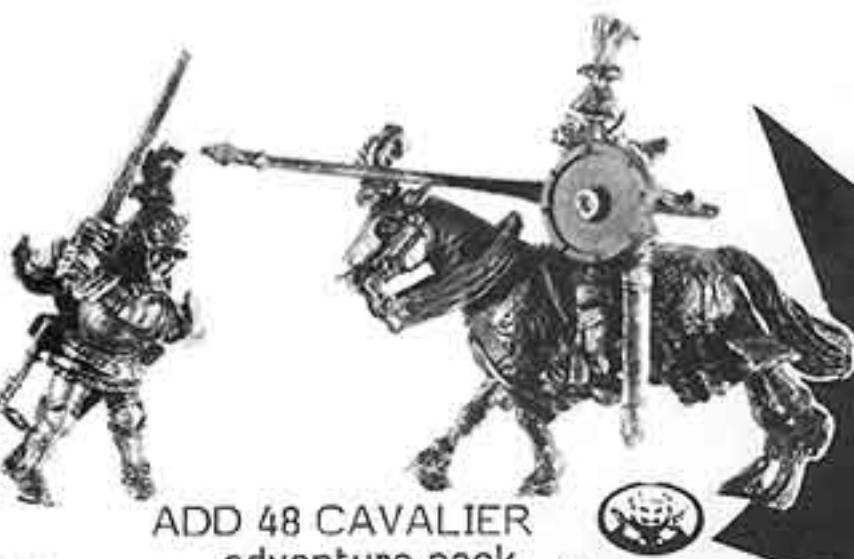
ADD 13 FEMALE CLERIC
player character pack



ADD 18 BARD
adventure pack



ADD 21 BARBARIAN
adventure pack



ADD 48 CAVALIER
adventure pack

©T.S.R. 1985

Advanced Dungeons & Dragons® Miniatures



ADD 31 DWARF FIGHTER WITH AXE
player character pack



ADD 51 KOBOLDS*



ADD 52 GOBLINS*



ADD 54 HOBGOBLINS*

ADD 55 GNOLLS*



ADD 56 BUGBEARS*



ADD 57 OGRE*



ADD 59 TROLL *



ADD 60 WORKERS *



FEMALE



SHAMAN



YOUTH



BABY

ADD 63 BUGBEAR TRIBAL PACK

Each pack contains either the female bugbear & youth and baby or the shaman & youth and baby. Please specify which one you prefer.



ADD 62 SHAMBLING MOUND &

SHRIEKER



ADD 67 SAHUAGIN (SEA DEVILS)*



ADD 68 DROW (DARK ELVES)*



ADD 69 GYTHYANKI*



ADD 65 DUERGAR (EVIL DWARVES)*



Advanced Dungeons & Dragons® Miniatures



ADD 72 CARRION CRAWLER



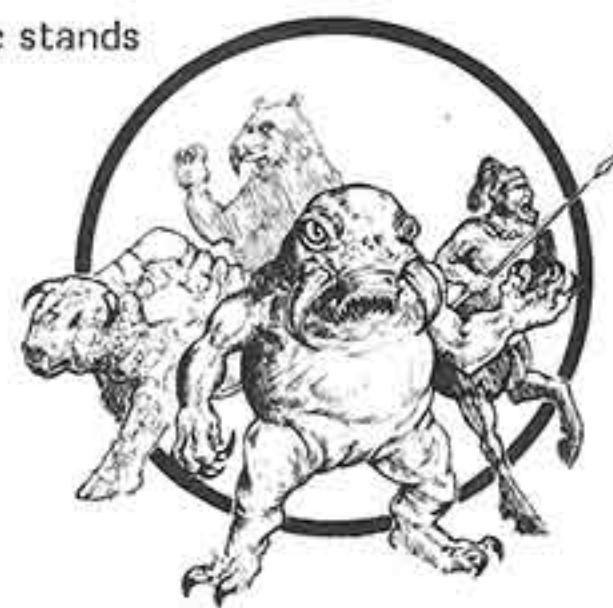
ADD 75 GORGON



ADD 76 STIRGES
supplied with clear plastic stands



ADD 77 UMBER HULK *



ADD 80 BLINK DOGS



ADD 81 OWLBEAR *



ADD 83 CENTAUR & SATYR *





Supplied with a
clear plastic stand

ADD 84 BEHOLDER



ADD 86 MINOTAUR *



ADD 91 RUST MONSTERS



SHADOW



ZOMBIE *



GHOUL *



GHAST *



WIGHT *



LICH *

ADD 93 THE UNDEAD 1

ADD 94 THE UNDEAD 2

DUNGEONS & DRAGONS® AND ADVANCED DUNGEONS AND DRAGONS® Miniatures from Citadel are part of the range of ADVANCED DUNGEONS AND DRAGONS® Miniatures produced under a license agreement between TSR, Inc. and Games Workshop Ltd., for use with the DUNGEONS & DRAGONS® ADVANCED DUNGEONS AND DRAGONS® AND BATTLESYSTEM™ Games.
DUNGEONS & DRAGONS®, ADVANCED DUNGEONS & DRAGONS®, BATTLESYSTEM™, the TSR Logo, and most registered names and trademarks owned by and used under license from TSR, Inc.
©1983 TSR, Inc. All Rights Reserved.
©1983 TSR, Inc. All Rights Reserved.

Supplied with random heads *

J.R.R. tolkien's

"the Lord of the Rings"™



ME 11 GANDALF

ME12 STRIDER:ARAGORN THE RANGER



ME13 FRODO:HOBBIT HERO



ME 14 LEGOLAS:ELF HERO



ME 15 GIMLI:DWARF HERO



ME 21 BOROMIR:MAN OF GONDOR



ME 22 ELROND: HALF ELF LORD



ME 23 ROHIRRIM



ME 24 GONDOR CITADEL GUARD



ME 25 RANGERS OF ITHILien



ME 31 SILVAN ELVES OF MIRKWOOD



ME 32 NOLDOR THE DEEP ELVES



ME 33 DWARVES



Pippin



Bilbo



Merry



Samwise

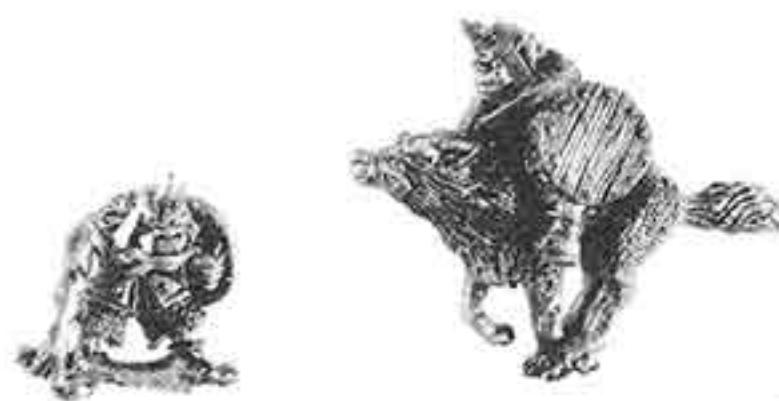


Frodo

ME 34 HOBBITS OF THE SHIRE



ME 35 BEORN: AS MAN & BEAR



ME 41 GOBLIN WARG RIDER



ME 42 ORCS OF THE WHITE HAND



ME 43 HALF ORCS OF SARUMAN

Copyright 1985 Tolkien Enterprises. THE HOBBIT™ and LORD OF THE RINGS™ and all character names and places therein are trademark properties of Tolkien Enterprises, a division of EJL Merchandising Inc. Berkeley California. No unauthorized use permitted.

J.R.R. Tolkien's

"the Lord of the Rings"

TM



ME 44 URUK-HAI



ME 45 DUNLENDINGS:HILL MEN



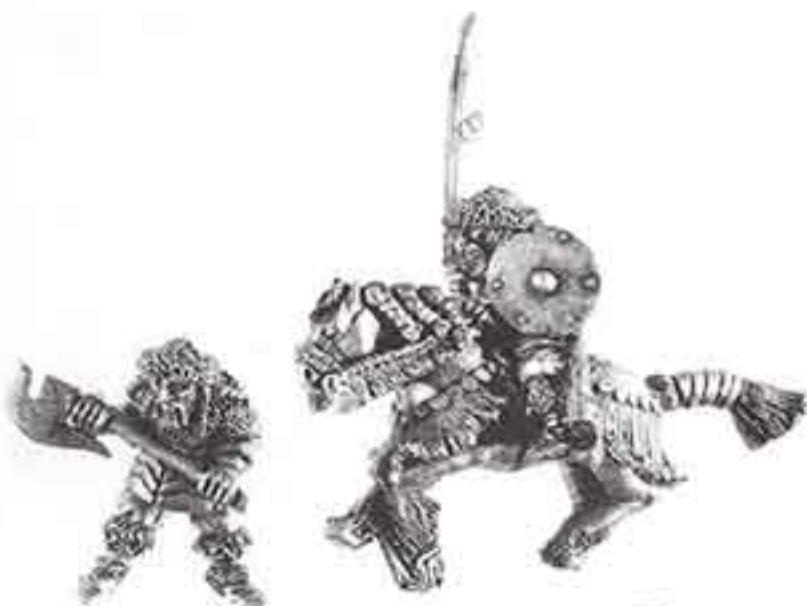
ME 51 ORCS OF THE RED EYE



ME 52 OLOG-HAI TROLL



ME 53 SOUTHRON :EVIL HARADRIM



ME 54 EASTERLINGS



ME 55 MOUTH OF SAURON:
EVIL WARRIOR MAGE



ME 61 SAURON:
THE DARK LORD



ME 62 SARUMAN THE WHITE



ME 63 LORD OF THE NAZGUL



ME 64 BLACK RIDER: RINGWRAITH



ME 71 CORSAIRS OF UMBAR



ME 72 DEAD MEN OF DUNHARROW



ME 73 BARROW-WIGHTS



ME 74 SNAGGA: GOBLINS



ME 75 KNIGHT OF DOL AMROTH



Copyright 1985 Tolkien Enterprises. THE HOBBIT™ and LORD OF THE RINGS™ and all character names and places therein are trademark properties of Tolkien Enterprises, a division of Elan Merchandising Inc. Berkeley California. No unauthorized use permitted.



J.R.R. Tolkien's
"the Lord of the Rings"TM

Minis



ME 81 ARAGORN: KING OF GONDOR



Bilbo



Gandalf Thorin Oakenshield



ME 82 'THE HOBBIT'TM PERSONALITIES PACK



ME 83 TOM BOMBADIL & FATTY LUMPKIN



ME 85 TREEBEARD: MIGHTY ENT



Copyright 1985 Tolkien Enterprises. THE HOBBITTM and LORD OF THE RINGSTM and all character names and places therein are trademark properties of Tolkien Enterprises, a division of Eton Merchandising Inc. Berkeley California. No unauthorized use permitted.

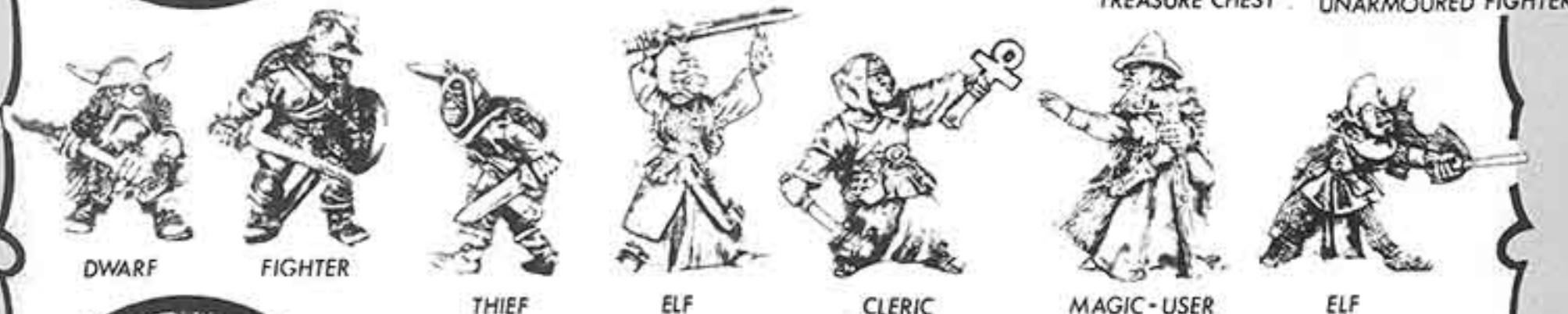
Citadel's new Lord of the Rings miniatures are especially designed to complement games based on the works of J.R.R. Tolkien. They are ideal for use with role-playing games, such as I.C.E's Middle Earth Role Playing Game, or mass battle games such as WARHAMMER.

DUNGEONS & DRAGONS®

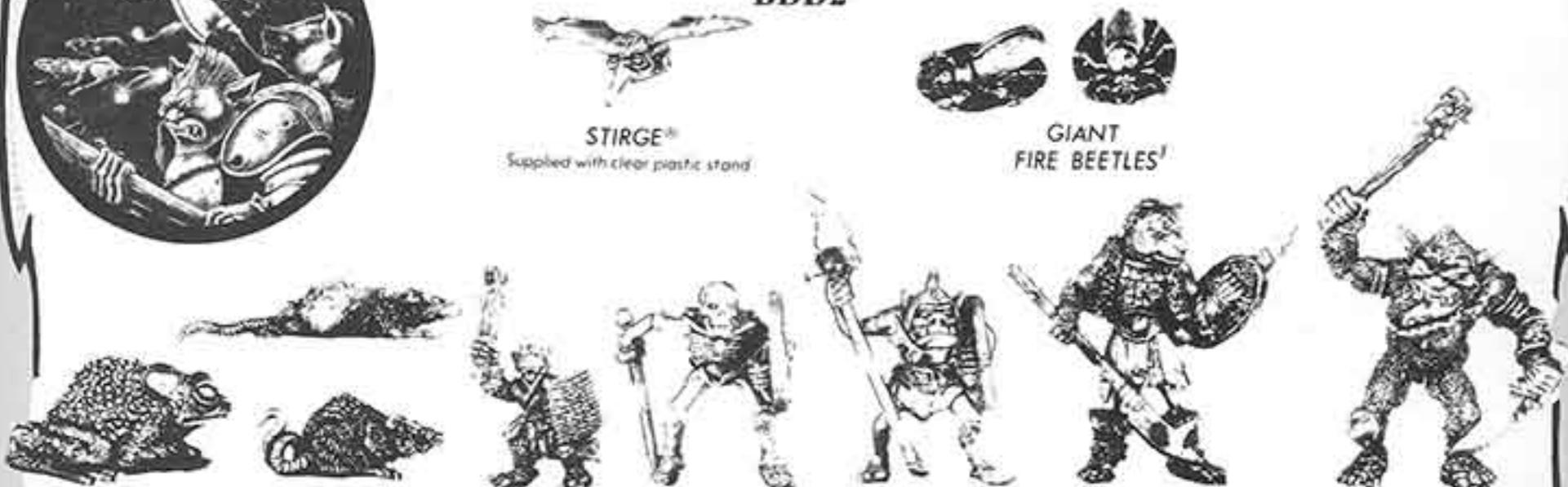
Miniatures



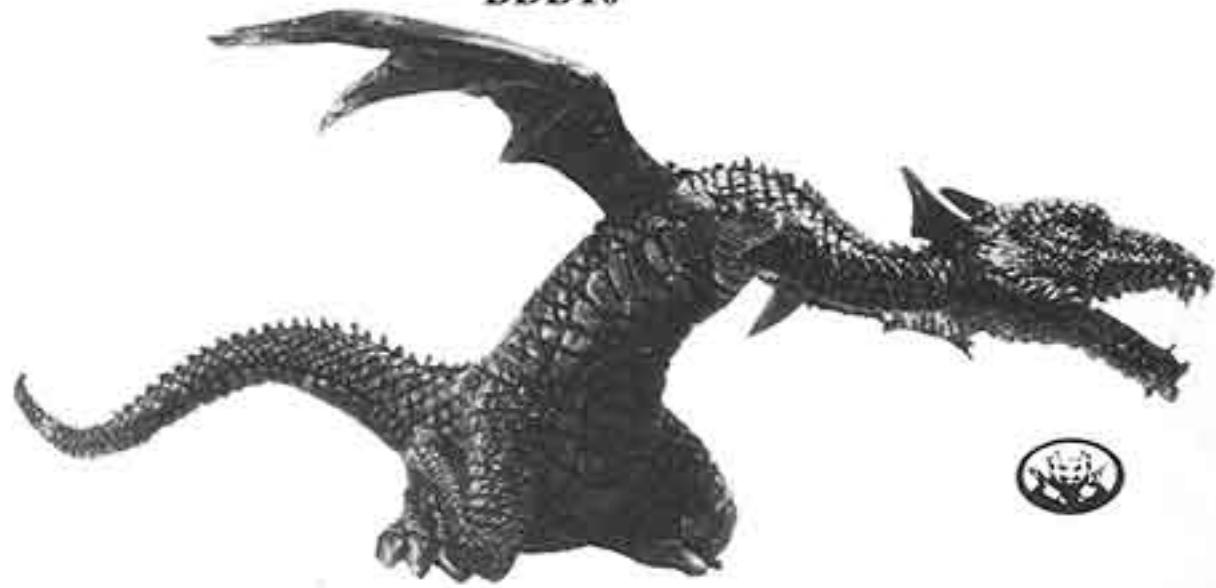
— DUNGEON ADVENTURERS — BDD1



— DUNGEON MONSTERS — BDD2



— RED DRAGON — BDD10



WARHAMMER REGIMENTS OF RENNOWN



Standard



Leader



Trooper



Musician



Champion



MENGIL MANHIDE'S DARK ELVES

RR4

Designed by Bob Naimith



Standard



Champion



Witch Elf



Trooper



Leader



Musician



OREON'S WOOD ELF ARCHER

RR7

Designed by Aly Morrison



Standard



Champion



Trooper



Musician



Leader



WARHAMMER
**REGIMENTS
OF
RENNOWN**

—GOLFAG'S OTHER OGRE MERCENARIES—

RR8

Designed by Jes Goodwin



Standard



Champion



Trooper



Drummer



Chieftain

—ELWING'S ELF CAVALRY—

RR10

Designed by Aly Morrison



Leader



Trooper



Musician



General



Standard

—FLYING GARGOYLES OF BARDA—

RR12

Designed by Alan & Michael Perry



Trooper



Standard



Musician



Leader

(Supplied with clear plastic flying stands)



WARHAMMER REGIMENTS OF RENNOWN

LOTHERN ELF CITY GUARD

RR13

Designed by Aly Morrison



Standard



Champion



Musician



Leader



Trooper

NOTLOB'S ORC ARTILLERY

RR14

Designed by Alan & Michael Perry



DISCIPLES OF THE RED REDEMPTION

RR16

Designed by Jon Goodwin



Standard



Disciple



Musician



Champion



Leader

DESPOILING HOBGOBLINS OF THE DARKLANDS

RR15

Designed by Jon Goodwin



Standard



Champion



Trooper



Musician



Leader

WARHAMMER
**REGIMENTS
OF
RENNOWN**

—AVENGING KNIGHTS OF THE CLEANSING—
FLAME
RR17

Designed by Jim Goodwin



Standard



Leader



Musician



Trooper



Champion

—EEZA UGEZOD'S MOTHER CRUSHERS—
RR18

Designed by Nick Lund



Standard



Leader



Trooper



Champion



Musician

—GOBLIN WARLORD'S CHARIOT—
BN1

Designed by Nick Lund

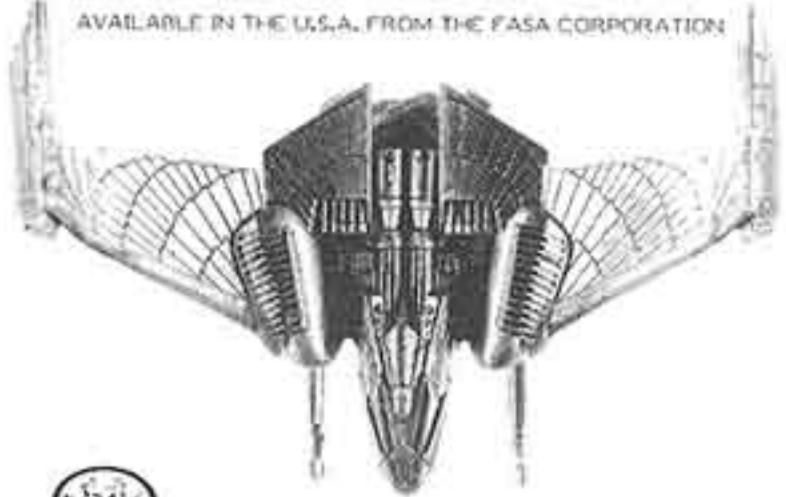


MINIATURES
STAR TREK

AVAILABLE IN THE U.S.A. FROM THE FASA CORPORATION



ST03 KLINGON D-7
(BATTLE CRUISER)



ST15 ROMULAN WINGED DEFENDER
(CRUISER)



ST01 U.S.S. ENTERPRISE
(NEW STYLE CRUISER)

Star Trek is a trademark of Paramount Pictures Corporation and is used under exclusive license copyright 1984 Paramount Pictures Corporation all rights reserved.

Star Trek Miniatures are designed for use with Star Trek - The Role Playing Game and Star Trek III Combat Game and supplements. FASA Inc 1985.

DOCTOR WHO
MINIATURES

AVAILABLE IN THE U.S.A. FROM THE FASA CORPORATION



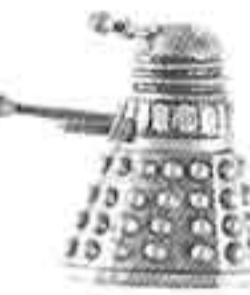
Cyberman



Timelord



4th Doctor



Dalek

Dr Who Miniatures are produced under license from the FASA corporation and are designed for use with the Dr Who Role Playing Game. FASA Corporation 1985.

Dr Who © BBC 1985 Dalek © Terry Nation 1985

2000 AD'S

JUDGE DREDD

MINIATURES

A TITAN/CITADEL CO-PRODUCTION



JD2 Judge Anderson



JD1 Judge Dredd



JD3 PERPS

Gestapo Bob Harris



Clive the Club

Spug Slatt



Ramperpo

Spit-gun Suzi



Blocker



Chester Zermac



Blaster Bellamy

Judge Dredd, The Chronicles of, and Judge Dredd Monthly published by Titan Books Ltd. 2000AD and Judge Dredd are ©IPC Magazines Ltd 1982

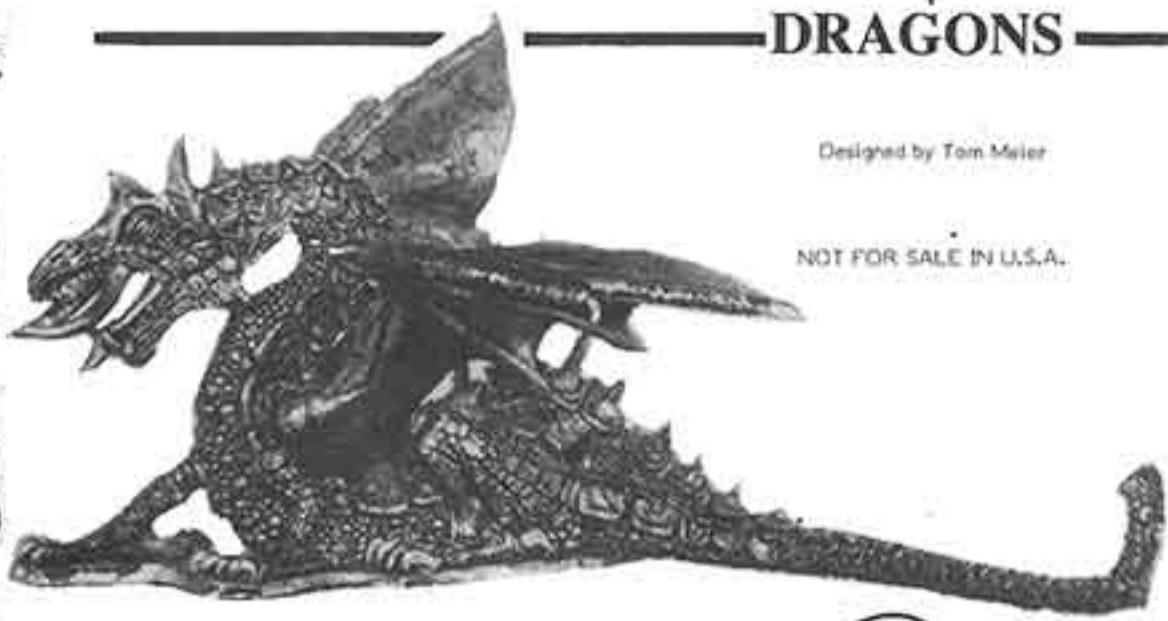
Judge Dredd Miniatures are designed for use with Judge Dredd The Role Playing Game, produced by Games Workshop Ltd under license from IPC Magazines Ltd.

CITADEL MINIATURES

DRAGONS

Designed by Tom Meier

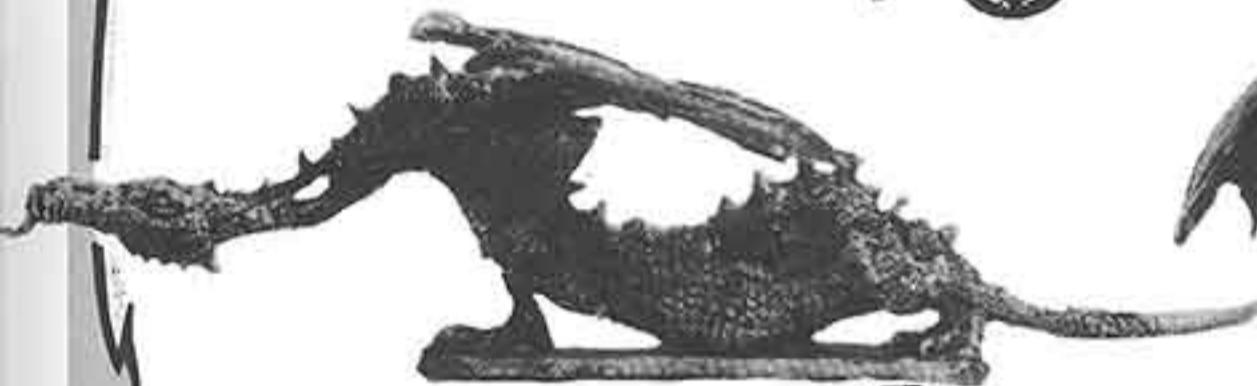
NOT FOR SALE IN U.S.A.



DG 2 Red Dragon



DG 7 Green Dragon



DG 6 Zombie Dragon



DG 3 Blue Dragon



DG 1 Oriental Dragon



DG 4 Black Dragon

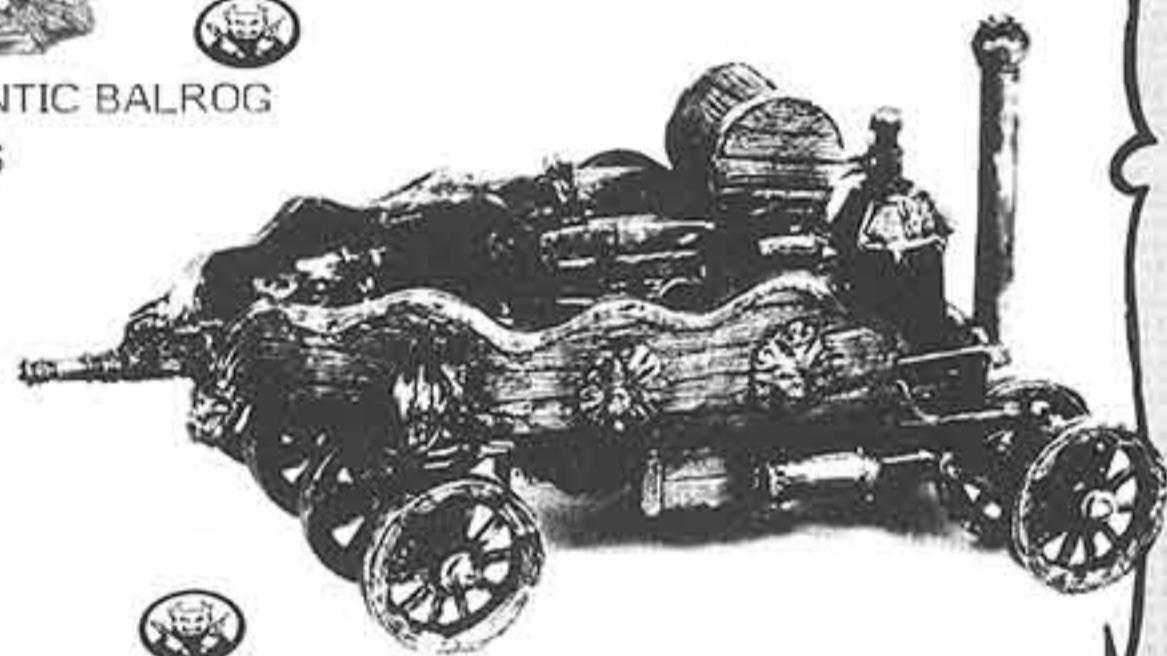


DG 5 Fire Dragon

Arcane Monstrosities



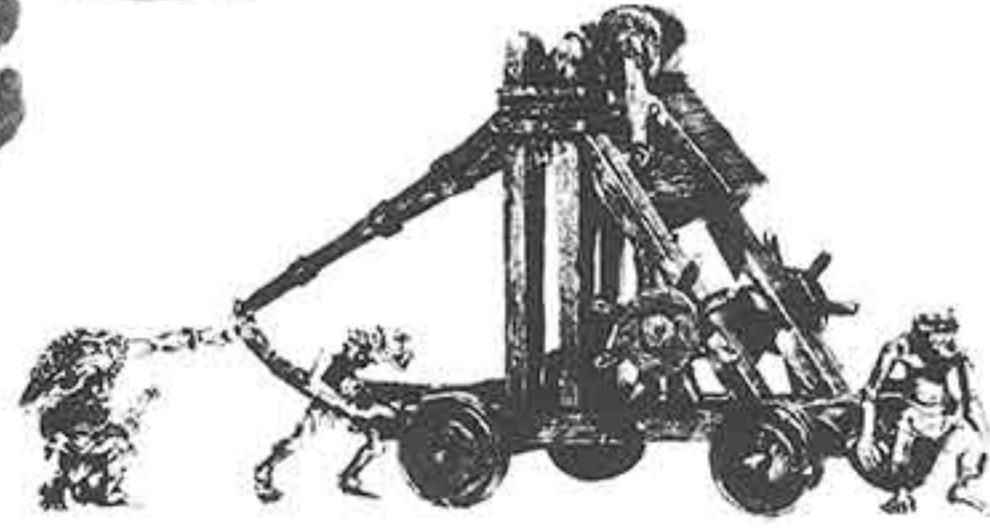
TA1 MIGHTY A-ANGOR THE GIGANTIC BALROG
SLAYER OF GODS



TA2 DWARF JUGGERNAUT



TA3 ORC WAR WYVERN

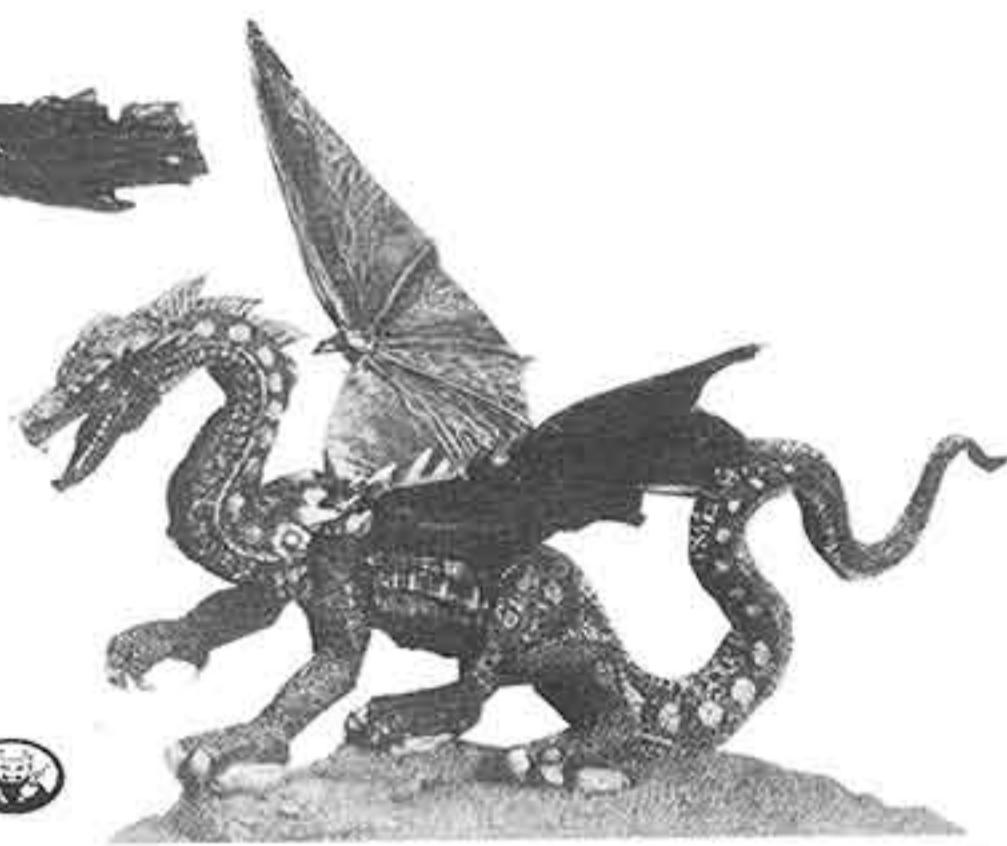


TA4 ORC WAR MACHINE

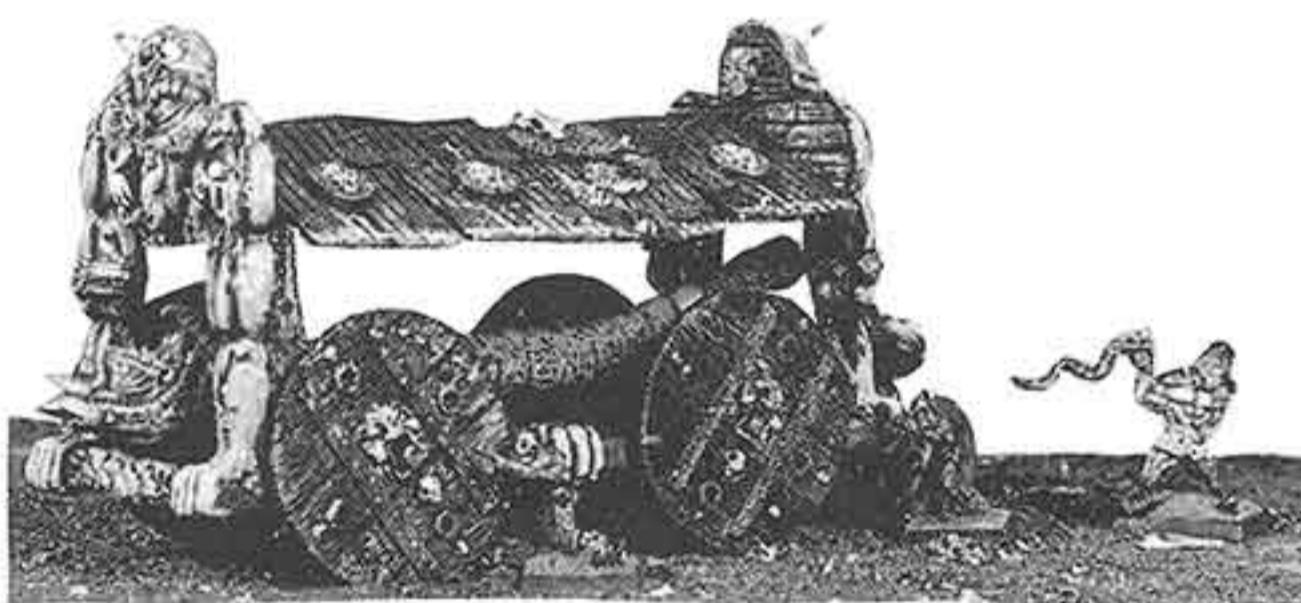
Arcane Monstrosities



TA5 WAR EAGLE



TA6 EMPEROR DRAGON



TA7 CHAOS BATTERING RAM

SAATOR GIANT DEMON OF EVIL

No creature broods with black evil as does Saator, and no other creature does he despise more than the pathetic race of humanity. His malice is bottomless, his hatred a deathly salver that glows black upon his rank and leprous hide. He could destroy humanity if he wished. But Saator is far too subtle, and far too cruel, to merely slay mankind. That would be too easy! too unsatisfying! Saator knows that there are terrors worse than death, horrors more profound than the maw of oblivion, agony a thousand times more intense than the death rattle. No - instead he delights in the destruction of man, pleasures in the dance of death; in the war and hatred and cruelty that he seeds in humanity. These are emotions he knows well: emotions that could be read in his gleaming yellow eyes were there a creature that dare look. But few living creatures could survive the state of hatred in that face, or breath the exhaled air of corruption that issues from that foul muzzle. A few that tried would be lucky enough to die. More likely they would themselves become twisted with bitterness, turned upon their own race and driven insane with lust for death and carnage.

M	WS	BS	S	T	W	I	A	Ld	Str	Df	WP
6	12	10	7	7	15	10	10	10	38	18	16

Special Rules: Saator can fly as a swooper. As a Greater Demon he causes fear and terror in all living creatures. He is immune to psychological effects, unless caused by gods. He is immune to normal weapons. He attacks in combat with 10 stomps.

Saator's breath is so intensely evil that it is poisonous to any ordinary living creature. This may be breathed once per turn against any unit or individual within 6", and will effect up to 26 troops. Targets must make a saving throw of 4+, 5 or 6 on a DC or are instantly slain.



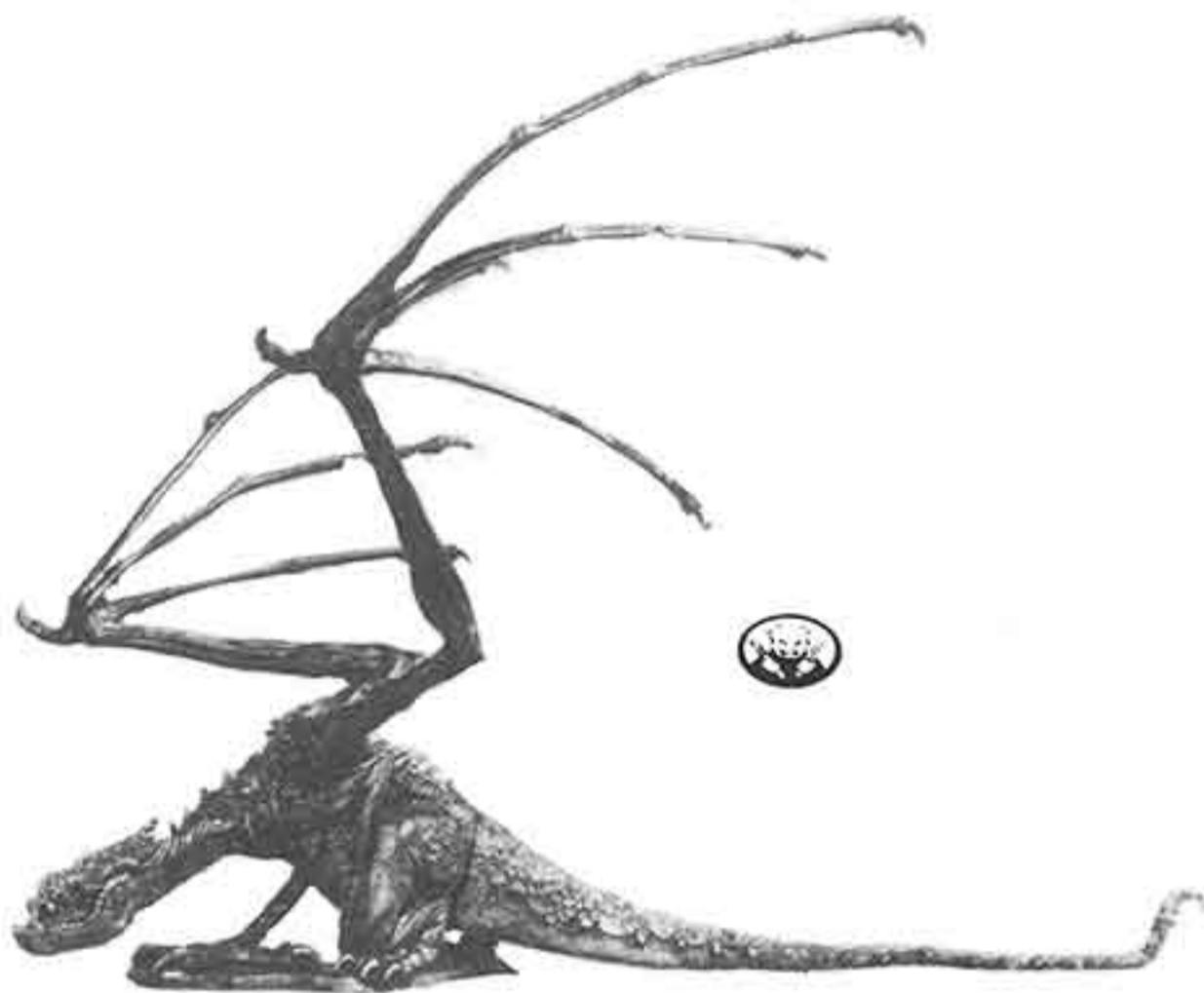
TA8 SA-ATOR-GIGANTIC DEMON LORD

CITADEL
MINIATURES

SPINED DRAGON

NB1

Designed by Nick Bibby



KEGOX, THE KEVIN PEAT DRAGON

NB2

Designed by Nick Bibby

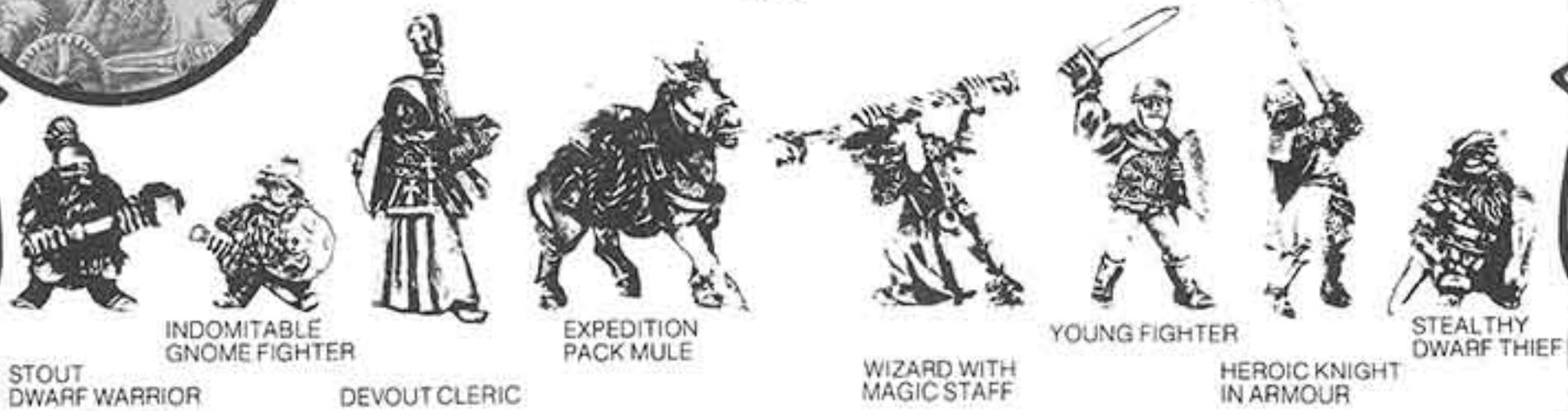


► 50% of Citadel Miniatures profits from the sale of this model will be donated to ▲
the "ELECTRIC BED APPEAL" for the Cameron Ward of the Orpington General
Hospital.

Both these models require advanced modelling techniques and are even more
difficult to assemble than our usual multi-part models.

BOXED SETS

— STARTER SET: ADVENTURERS — BC1



— STARTER SET: MONSTERS — BC2



— DWARF LORDS OF LEGEND —

BC3

Designed by Alan & Michael Perry



BOXED SETS

-MIGHTY UGEZOD'S DEATH COMMANDOS-

BC4

Designed by Nick Lund



MIGHTY UGEZOD'S DEATH COMMANDOS



Giant Black Orc



Goblin Hero



Orc Shaman



Orc 'Pot Belly'



Hobgoblin Berzerker



Hobgoblin
Warrior



Mighty Ugezod (Giant Orc)



Mutant Goblin



MICHAEL MOORCOCK'S 'ETERNAL CHAMPION'

BC5

Designed by Jes Goodwin



Corum



Elric Kinslayer



Moonglum

This boxed set contains eight models

- 1) Elric Kinslayer*
- 2) Moonglum *
- 3) Corum *
- 4) Erekose
- 5) Ulric
- 6) Jerry Cornelius
- 7) Elric White Wolf
- 8) Hawkmoon

* Models illustrated

We are proud to present the first official 25mm scale models of Michael Moorcock's famous hero in some of his many guises.

All characters copyright Michael Moorcock © 1985

BOXED SETS

LONE WOLF: GIAK ATTACK

LW1

Designed by Alan & Michael Perry

MANUFACTURED UNDER LICENCE FROM CARY CHALK AND JOE DEVER TO ACCOMPANY HUTCHINSON'S PAPERBACK SERIES.



Giak Standard



Gorgaz



Sir Pelethor



Manic Giak



Giak Bow



Giak Angry



Giak Attacking



Giak Spear

'THE FELLOWSHIP OF THE RING'

BME1

Designed by Ally Miersom, Bob Hossmith & The Perry Twins



Samwise



Pippin



Frodo



Merry



Gimli



Gandalf



Bill the Pony



Aragorn



Legolas



Boromir

Citadel's new Lord of the Rings™ miniatures are especially designed to complement games based on the works of J.R.R. Tolkien. They are ideal for use with role-playing games, such as I.C.E.'s Middle Earth Role Playing Game, or mass battle games such as WARHAMMER®.

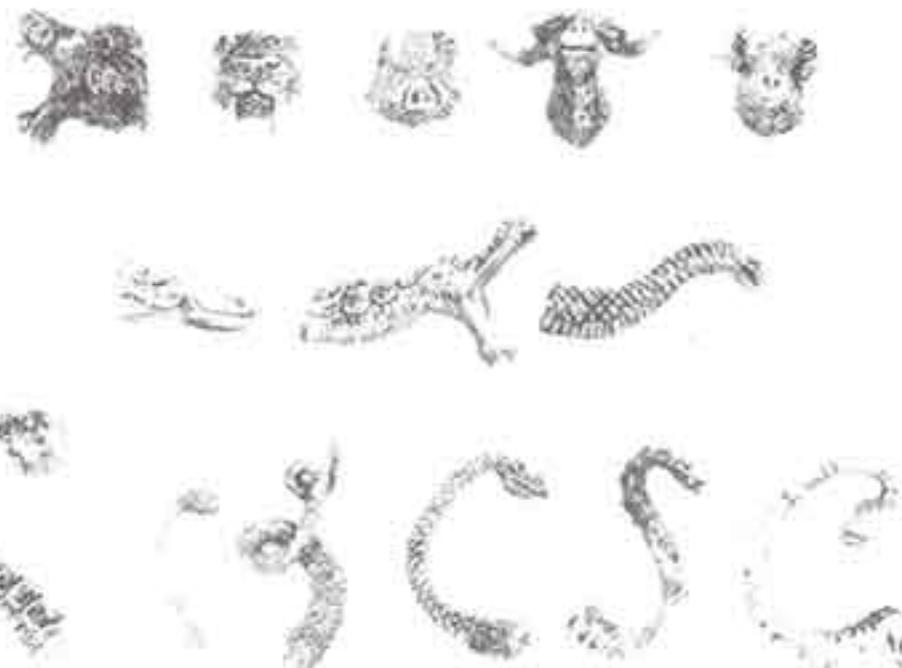
Copyright 1995 Tolkien Enterprises. THE HOBBIT™ and LORD OF THE RINGS™ and all character names and places therein are trademark properties of Tolkien Enterprises, a division of EMI Merchandising Inc. Berkeley California. No unauthorized use permitted.

BOXED SETS

CHAOS CHIMERA

CM1

Designed by Nick Bibby



Supplied with a random selection of 3 heads and a tail.

GARGANTUAN FIRE GIANT LORD

CM2

Designed by Nick Bibby



GARGANTUAN FIRE GIANT LORD

The Gargantuan Fire Giant Lord is surely amongst the deadliest of all foes, tough as a dragon and resilient as a demon - yet cunning as any human. His skin is fiery and red, his eyes inflamed with piercing yellow lights, and his voice crackling and spitting like a cauldron. His armour is of bronze, and all of his ornaments of copper. His weapon is the triple spiked death-rake, a mighty and fearsome device in his capable hands.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	10	10	2	3	15	10	10	10	10	10	10

Special Rules: The Fire Lord causes **fear and terror** in all living creatures. He is immune to psychological effects, unless caused by greater demons or gods. In addition he can breathe fire once per turn against any unit or individual within 6", and will effect up to D6 troops. Targets must make a saving throw of a 4, 5 or 6 on a D6 or are instantly slain.

DRAGON TOAD

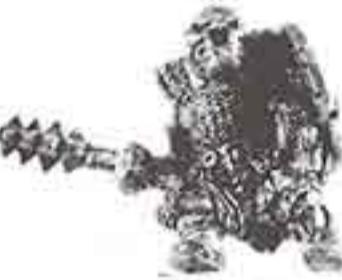
CM3

Designed by Nick Bibby



Nick Lund's
CHRONICLE
MINIATURES

—BLACK ORCS—
N11



—HOBGOBLINS—
N12



Soul Stealer

Mangler

Thruster

Dwarf Maimer

Spearman

Two Hand



Slaver

Skin Eater

Nick Lund's
CHRONICLE
MINIATURES



KOBOLDS

N13



Shield Wielder



Knee Ripper



Club



Crusher



Shaman



Guard



Maniac



Stomach Slitter



Chest Poker



GIANT OGRES

N14



Man Masher



Dwarf Defiler



Hobbit Slicer



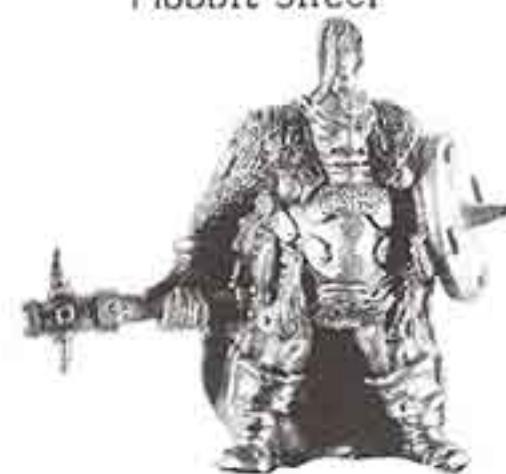
Bigchest Chief



Ear Chewer



Bone Crusher



Man Sticker



Spike Kicker



Groin Ripper



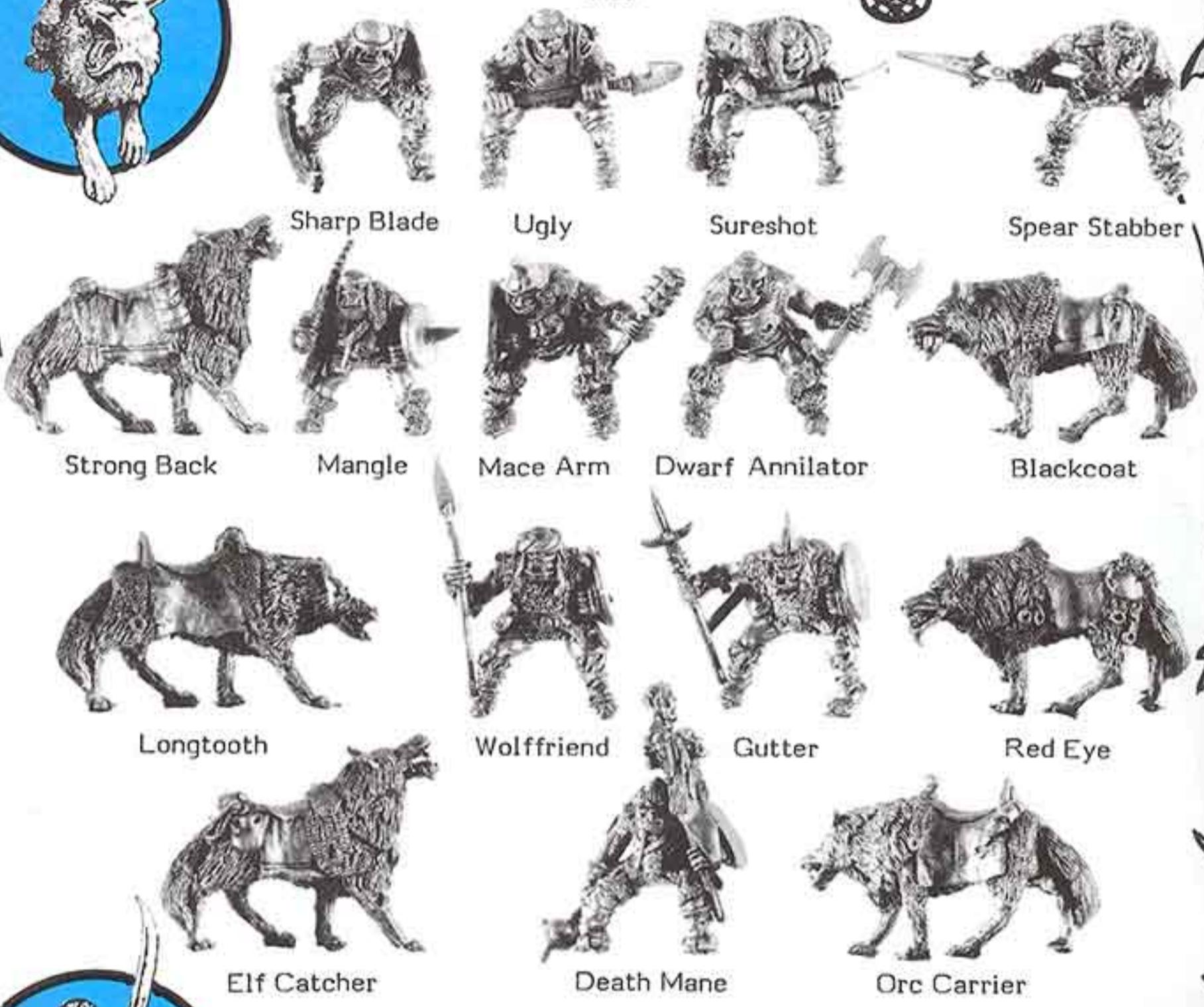
Arm Taker



Nick Lund's
CHRONICLE
MINIATURES

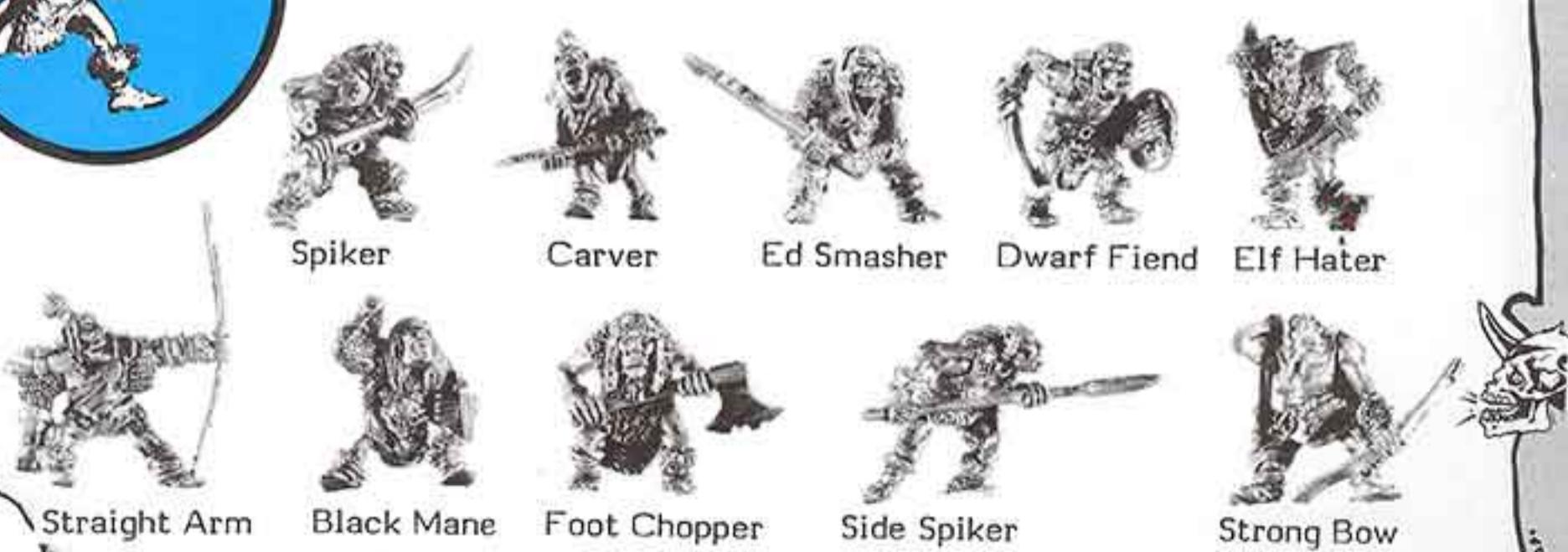
— ORC WOLF RIDERS —

N15

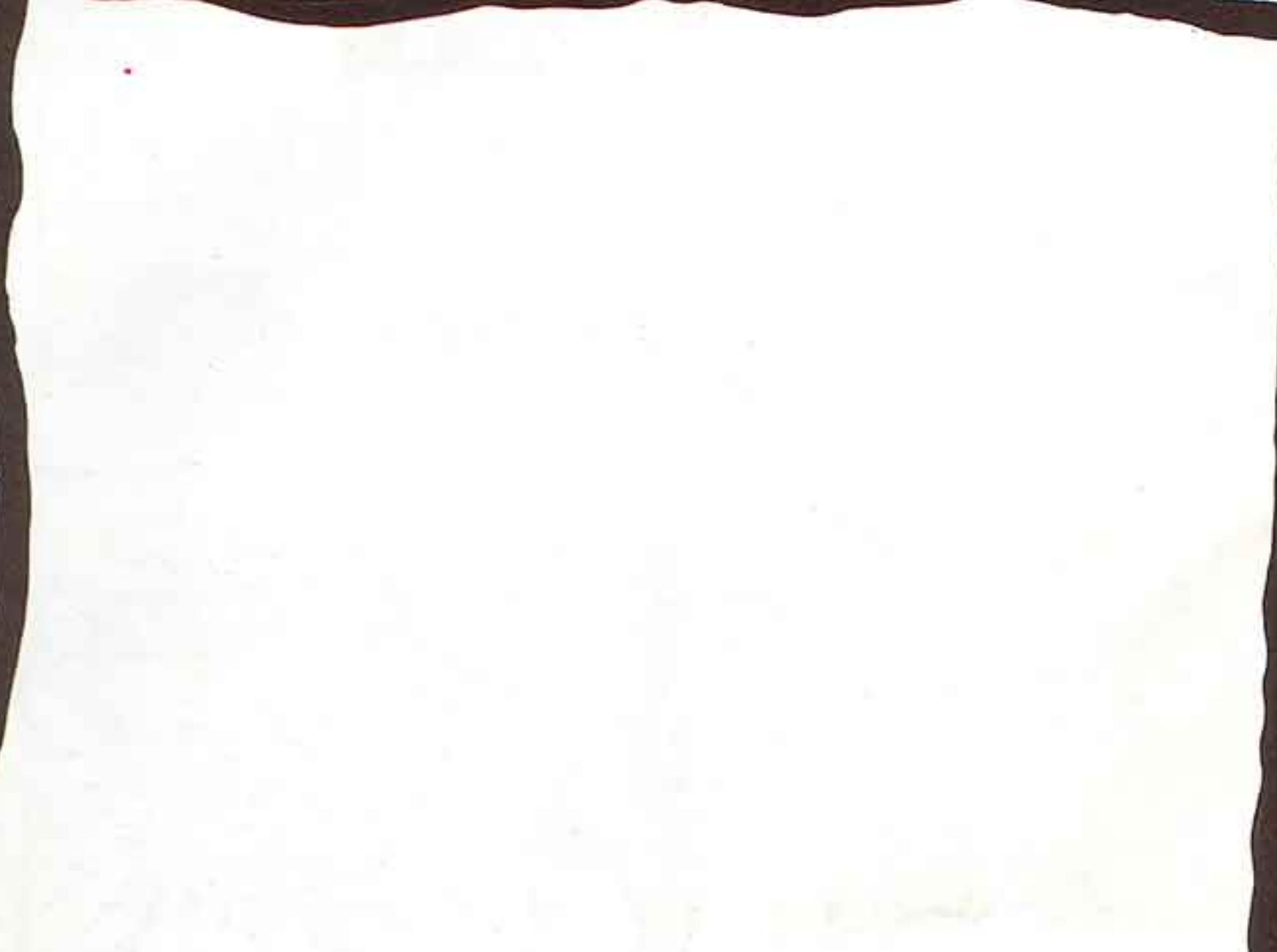


— CAVE GOBLINS —

N16



Chaos Battle Banner Competition



The insane ravings of a million tortured souls can but compare palely to the gibbering enthusiasm with which you responded to our previous competitions. This time we expect even greater things! Our fortunate Halfling friend here has captured a mighty Chaos Battle Banner - all you have to do is rack your mutated brains and come up with a suitable design. The infamous Citadel staff artists will judge your efforts. They have been freshly lobotomised so that they can survive the excitement of opening all of your entries. Due to this sensible precaution we will not be able to read letters or pass on mail orders - so please send your entries separately from any other stuff (mail orders, enquiries, death-threats, etc). Please remember, we are unable to return entries (the post office refuse to touch anything once our staff have had their paws on it).

Send your entries (and no treacle under any circumstances) to:

NAME _____

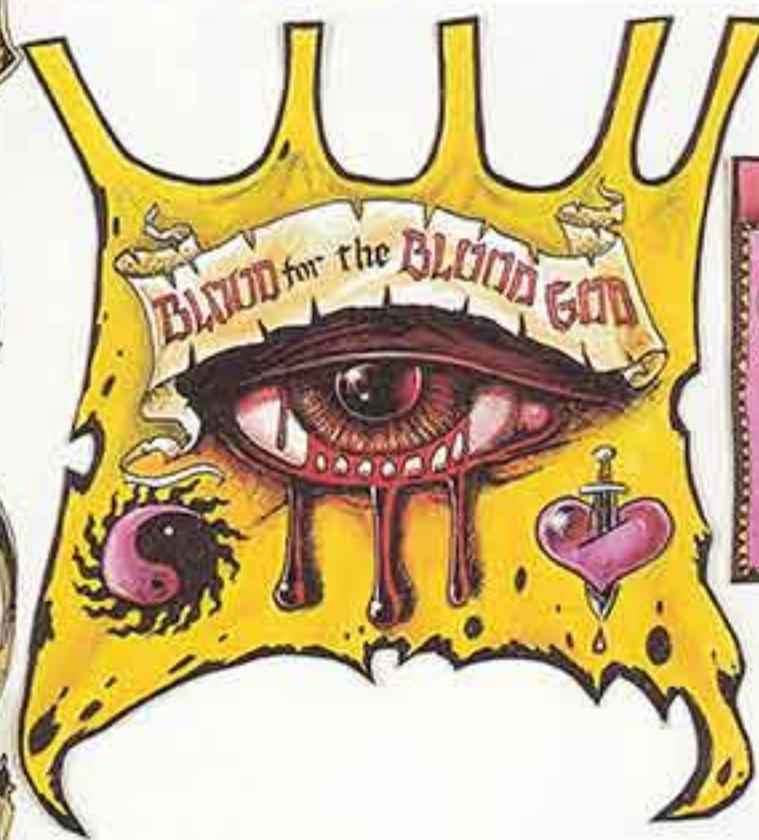
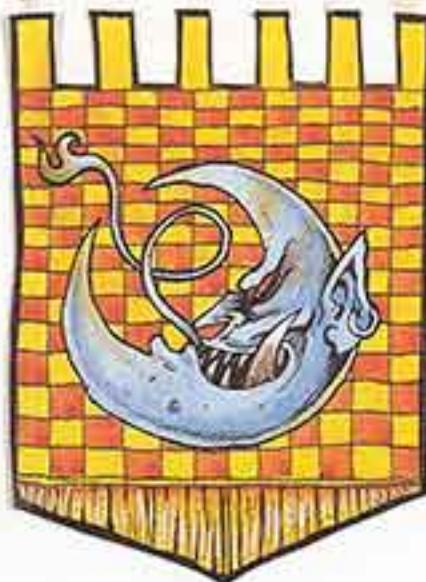
ADDRESS _____

AGE _____

Chaos Battle Banner Competition
Citadel Miniatures
Chewton St
Hilltop
Eastwood
Nottingham
Notts (UK)



BANEFUL BANNERS

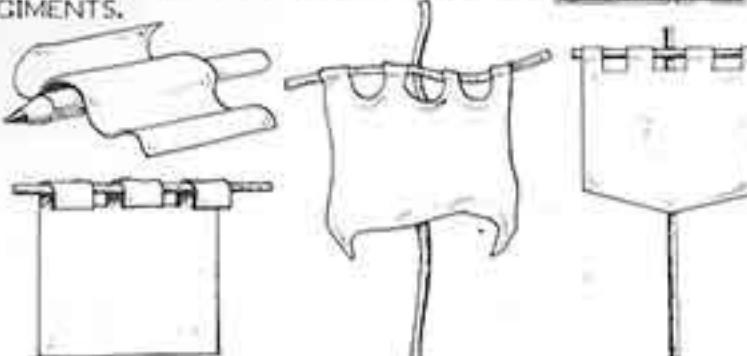


BANEFUL BANNERS

BANEFUL BANNERS - CUT OUT FLAGS FOR REGIMENTS.

WARHAMMER

For many months now the screaming and clamping has raged around the mighty fortress that is the Citadel Art Department. The siege could only go on for so long (we ran out of tea) and so we've decided to give in to the inarticulate demands of an insatiable public. So here they are - the first in what we intend to be a growing selection of banners, especially designed by the infamous Gary Chalk and John Blanche for Warhammer players, modellers and converters. Cut out your chosen banner using scissors or a sharp knife, glue your banner around a suitable cross-pole and fix onto the standard bearer. To give the banner a more realistic wind-blown effect, you can bend folds into the paper by rolling around a brush handle or pencil. To increase the strength and durability of your banner you can glue it to a tin-foil backing, this will make it easier to make good folds too.



THE BANNERS

From left to right

Top row

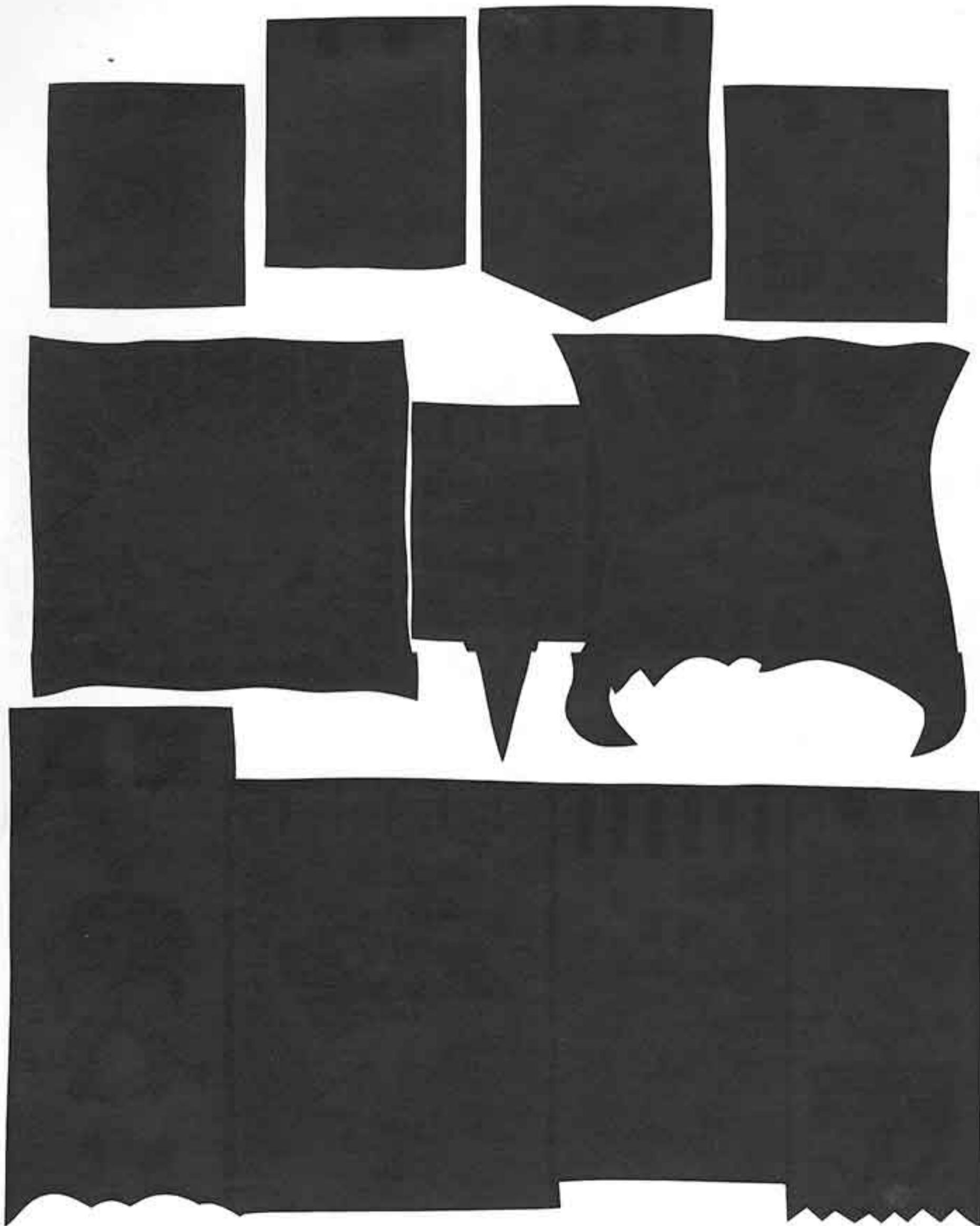
Alkuz-Alzza Dwarf Lord of Ruin
The Mad Dog Goblins of Oggog Bowltearer
The Stout-hearts of Nahn - warrior men of coon
Eathrin Captain of the Sea Gates of Lothen

Middle Row

The great Chaos battle-banner of Redemption
Muggo - Beastman Raiders of the Empire
Heothyogr's Horrible Ogre Pay-swords

Bottom row

Orc banner of the Great Cyclops God
The Chaos legions of Wild Hirut
Knights of the Sacred Page
Skeleton Warriors of the Abyss



THE QUEST OF

KALEB DAARK

SCRIPT: WAGNER/GANT

ART: EWINS/J.MCCARTHY

LETTERS: S. POTTER

IN THE THIRTEENTH YEAR OF THE REIGN OF KING ZOLTAN OF PRAAG THE VILE FORCES OF CHAOS SWEEPED SOUTH THROUGH NORSCA TO THE BORDERS OF KISLEV ITSELF. AND THERE, ON THE GREEN BANKS OF THE LYN SK, ZOLTAN'S ARMY ENGAGED THEIR HELL-SPAWNED FOE...

SEA OF CLAWS
NORSCA
RIVER LYN SK
PRAAG

THE GRAND DUCHY OF KISLEV

FOUL FIENDS OF CHAOS! YOUR BREED WILL NEVER TAINT THIS LAND WHILE ONE MAN OF PRAAG STILL LIVES!



WITH ZOLTAN, THE LOYAL STALGRAD MILITIA AND THE FIERCE MOUNTAIN MEN OF KHEZ, WITH THEIR SLINGS AND STONE FLAILS—



DIE, DUNGSKINS!

OGRE—
AAAAAH!





OVER THE FRAY, THE SKIES OPENED —

WALPURGIS' FIRE DESTROYS THEM

BUT ONE THERE WAS WHO FEARED NEITHER FLAME NOR SORCERY, FOR DID HE NOT WEAR THE AMULET OF BRASS-THRONED KHORNE?

HIS NAME WAS SLEBAN FOULHEART —

MAKE WAY! LET A CHAMPION OF KHORNE SHOW YOU HOW TO KILL!

HIS BLADE WAS A WHIRLWIND THAT CLEAVED A SWATH OF DEATH BEFORE HIM —

BLOOD FOR THE BLOOD-GOD!

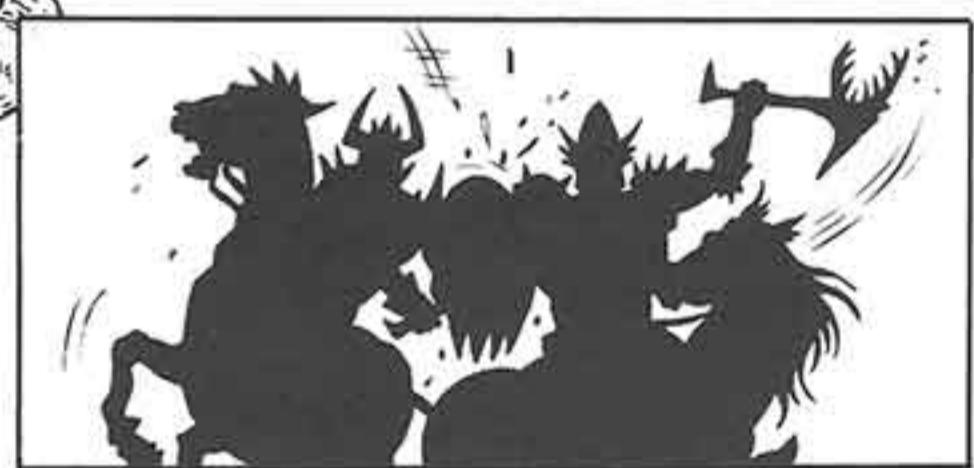
AND EVEN THE BATTLE-HARDENED ROYAL GUARD TURNED TO FLEE —

COME BACK, YOU MEN!

THE KING! PROTECT THE KING!

AAAGH!

Sliced!



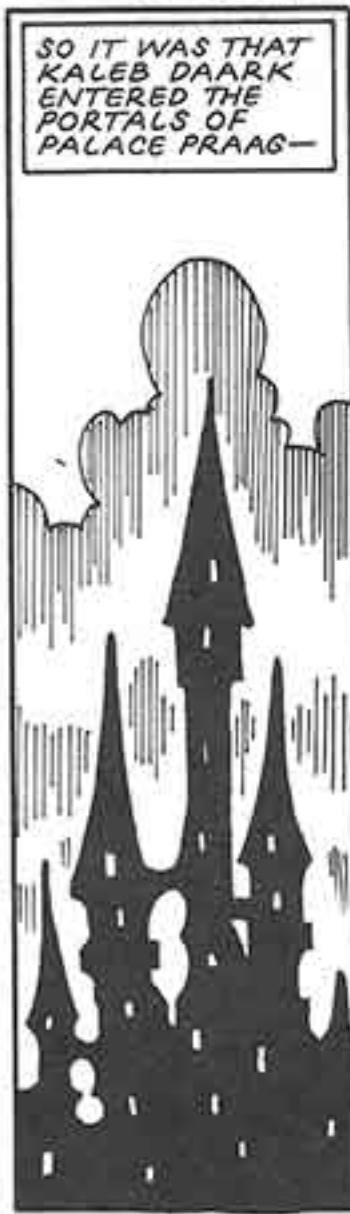


-AND DRANK DEEP OF CHAOS' EVIL!



COME,
CHAOS'
DREADAXE
THIRSTS
FOR YOU!













Their Life In Your Hands!

FOR ALL THE EXCITEMENT OF FANTASY AND SCIENCE FICTION ADVENTURE, YOU NEED

THE ROLE-PLAYING GAMES MONTHLY

WHITE DWARF

WARLOCK
THE FIGHTING FANTASY MAGAZINE

The Good
GAMES
Guide

£1.25
WINTER

A COMPREHENSIVE GUIDE TO FANTASY GAMING

WHITE DWARF

£11 for 12 issues (one year)

I enclose £11 to start my subscription at issue

WARLOCK
THE FIGHTING FANTASY MAGAZINE

£5.50 for 6 issues (one year)

I enclose £5.50 to start my subscription at issue

No. of copies

THE GOOD GAMES

£1.25. Please send me it hot off the press!

PLEASE SEND MY MAGAZINE TO :

NAME

ADDRESS



SUBSCRIBE
NOW
WHILE 1985
STOCKS
LAST!

GAMES WORKSHOP MAIL ORDER, Chewton St, Eastwood, Nottingham, NG16 3HY. Tel : (0773) 769731 / 769522

Please make all cheques payable to Games Workshop Ltd. Visa, Access and charge cards welcome.

THE NEW CITADEL COMPENDIUM SELECTION
The current citadel range illustrated

BELLICOSE BESTIARY
New Warhammer monsters described

PAINT IT BLACK
Painting in quantity

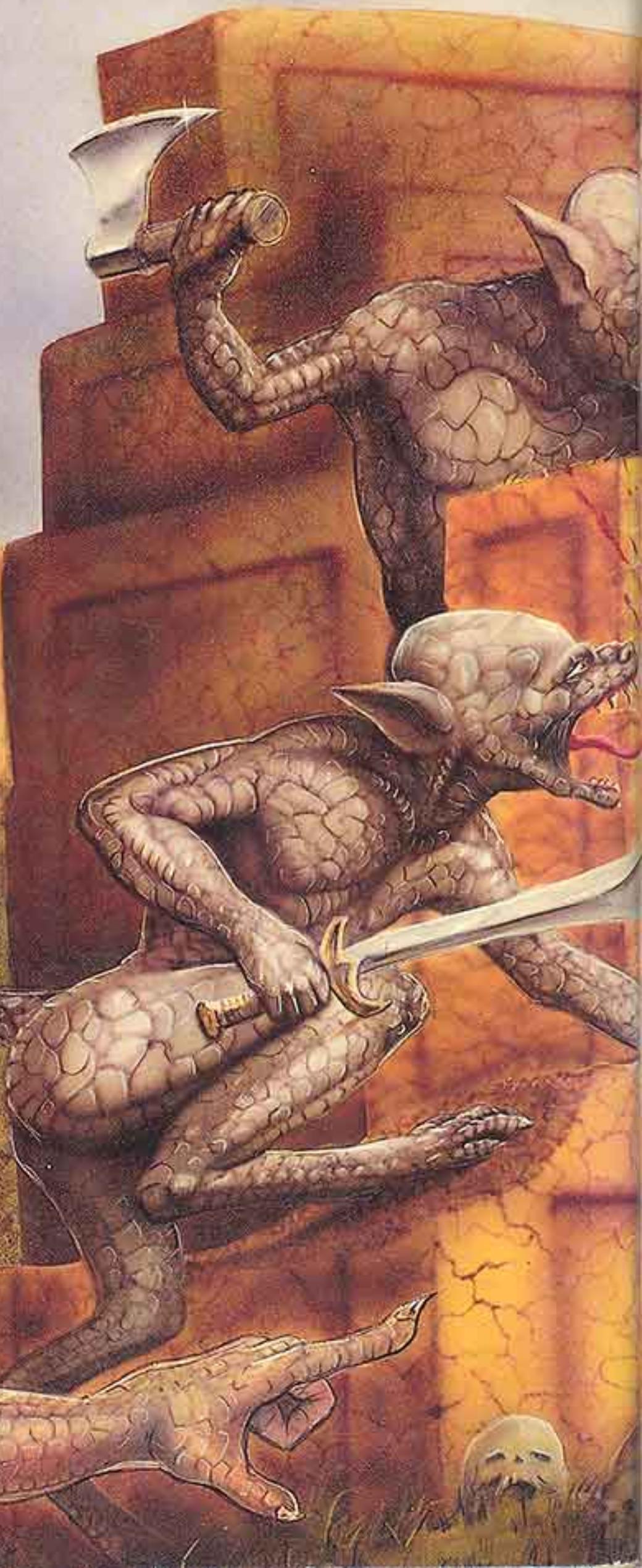
PHOTOS PAGE
More photos from modellers and painters

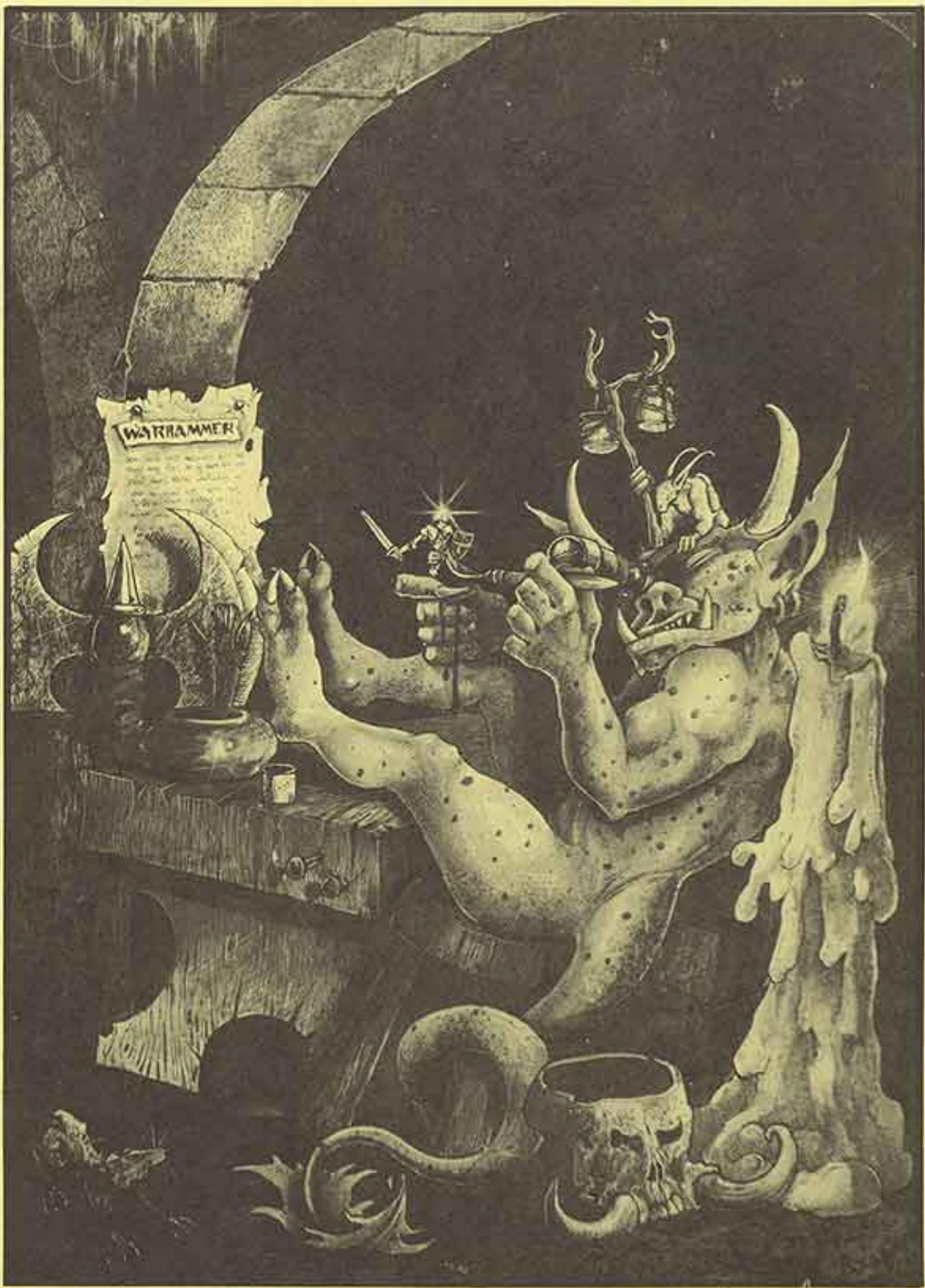
ALL BEER AND SKITTLES
Building a fantasy inn - Gary Chalk explains how

CITADEL
MINIATURES

CHEWTON ST HILTOP
EASTWOOD, NOTTS.

A DIVISION OF GAMES WORKSHOP LTD





PRICE LIST



The Citadel range of fine-cast metal miniatures is available from many retailers the length and breadth of the country. However, if you do not have a retailer near you, then you may be pleased to know that we can offer a fast and effective Mail Order service direct from our factory. Why not write in for details.

We are also able to take orders over the phone by Access or Visa.

Tel MAIL ORDER (0773) 769522

SUBSCRIBE TO THE CITADEL COMPENDIUM AND JOURNAL!



Here is your chance to ensure that you receive the next four Citadel magazines as soon as they are available! Just send us £6 now, and we'll send you the next four magazines, each worth at least £1.50, as they appear and absolutely post free. The next Compendium is due out sometime around Christmas, and the Journal is published irregularly approximately quarterly. Due to the unbelievable chaotic nature of the Citadel art dept., it is impossible to say for certain exactly when magazines will be published, or indeed whether any given magazine will be a Compendium or Journal! Both the Compendium and the Journal are crammed with illustrations from our extensive ranges of metal miniatures, as well as articles on painting, modelling, Warhammer and numerous special features. Take advantage of this unique offer - subscribe now!

SUBSCRIPTION DEAL

THE NEXT FOUR CITADEL MAGAZINES AS THEY APPEAR
(APPROX. QUARTERLY). £6.00 POST FREE



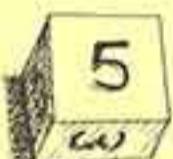
REGIMENTS OF RENOWN

RR3	GROMS GOBLIN GUARD - 1 command model +9 troopers	£4.50
RR4	DARK ELVES 1 command + 8 troopers	£4.50
RR7	WOOD ELVES 1 command + 8 troopers	£4.50
RR8	OGRES 1 command + 4 troopers	£5.50
RR10	HIGH ELF CAVALRY 1 command + 3 troopers	£4.50
RR12	GARGOYLES 1 command + 3 troopers	£4.50
RR13	HIGH ELF INFANTRY 1 command + 8 troopers	£4.50
RR14	ORC ARTILLERY 2 bolt-throwers + 4 crew	£4.50
RR15	HOBGOBLINS 1 command + 8 troopers	£4.50
RR16	CHAOS MONKS 1 command + 8 troopers	£4.50
RR17	AVENGING KNIGHTS 1 command + 8 troopers	£4.50
RR18	GIANT BLACK ORCS 1 command + 8 troopers	£4.50
BN1	GOBLIN WARLORD'S CHARIOT	£6.50

DICE

A full range of Polyhedral Dice suitable for use with all popular Role Playing Games and Wargames, including WARHAMMER.

Dice are available in packs containing the complete range of six different types (1 x Four sided, 1 x Six sided, 1 x Eight sided, 1 x Ten sided, 1 x Twelve sided, and 1 Twenty sided 'Percentile' die) and also in packs of two.



DICE

FOUR SIDED .50 Per pack of 2
SIX SIDED .50 Per pack of 2
EIGHT SIDED .50 Per pack of 2
TEN SIDED .50 Per pack of 2
TWELVE SIDED .50 Per pack of 2
TWENTY SIDED .50 Per pack of 2
SET OF SIX £ 1.25

.50 Per pack of 2
£ 1.25



CITADEL COLOUR PAINTS

1	Skull White	.60
2	Chaos Black	.60
3	Blood Red	.60
4	Bronzed Flesh	.60
5	Woodland Green	.60
6	Enchanted Blue	.60
7	Sunburst Yellow	.60
8	Mithril Silver	.60
9	Shining Gold	.60
10	Rotting Flesh	.60
11	Goblin Green	.60
12	Elf Grey	.60
13	Worm Purple	.60
14	Hobgoblin Orange	.60
15	Orc Brown	.60
16	Spearstaff Brown	.60
17	Swamp Brown	.60
18	Chainmail	.60

CITADEL COLOUR PAINT SETS

SET ONE (Paints 1-9) £ 4.95
SET TWO (Paints 10-18) £ 4.95



Advanced Dungeons & Dragons® Miniatures

CITADEL

C01	FIGHTERS	60p each
C02	WIZARDS	£1.50 for 3
C03	CLERICS	£1.50 for 3
C04	THIEVES	60p each
C06	DWARFS	60p each
C07	RANGERS	£1.50 for 3
C08	HIGH ELVES	£1.50 for 3
C09	DARK ELVES	£1.50 for 3
C10	HALF-ORCS	£1.50 for 3
C11	HALFLINGS	95p for 2
C11	GNOMES	95p for 2
C12	GOBLINS	£1.50 for 4
C14	SNOTLING	£1.50 for 9
C15	ORCS	£1.50 for 3
C17	SKELETONS	60p each
C18	UNDEAD SAMURAI	60p each
C19	LIZARDMEN	65p each
C20	TROLLS	£1.95 each
C21	DARK ELF	£1.25 rider and
C22	LIZARD RIDERS	Cold One mount
	CREATURES	£1.95 pack of 1 small, 1 medium and 1 large
C23	GIANT OGRES	£1.95 each
C24	TROGLODYTES	95p
C26	MEN AT ARMS	£1.95 for 5
C27	CHAOS BEASTMEN	£1.95 for 4
C27	CHAOS SNAKEMEN	£1.95 for 2
C27	GOBLIN FANATICS	£1.95 for 4
C27	CHAOS GOBLIN	£1.95 for 4
C27	MUTANTS	
C27	HOBHOUNDS WITH	£1.95 pack of 3
	HANDLER	Hounds with Handler
C27	PYGMIES	£1.95 for 4
C28	GIANT DEMONS	£3.95 each
C29	LARGE MONSTERS	£1.95 each
C30	AMAZONS	60p each
C31	GIANT HILL TROLL	£3.00 each
C32	SLANN	60p each
C33	ADVENTURE PACK	£1.95 per pack
C34	ELEMENTALS &	£2.50 each
	DEMONS	
C35	CHAOS WARRIORS	£1.95 for 3
C36	HOBGOBLINS	60p each
C37	TOM MEIER'S	95p for 2 infantry
	ELVES	or 1 cavalry
C39	TREASURE CHEST	60p for 2
C41	LONE WOLF	60p each
C42	BATTLECARS	£1.50 for 3 large and 1 small
C43	SPACESHIPS	75p each
C44	DREADNOUGHT	£1.95 each
C46	SPACESHIPS	
	TOWNSFOLK &	£1.95 for 5
VILLAGERS		
C47	CHAOS RATMEN	£1.50 for 3
C48	'SKAVEN'	
	GARGOYLES	£1.50 for 2

CHRONICLE

N11	GIANT BLACK ORCS	£1.50 for 3
N12	HOBGOBLINS	£1.50 for 3
N13	KOBOLDS	95p for 2
N14	GIANT OGRES	£1.25 each
N15	ORC WOLF RIDER	£1.25
N16	CAVE GOBLINS	60p each

A new concept in role-play models. Each Player Character Pack comprises three versions of the same character, representing the adventurer as a citizen character, an experienced adventurer and, finally, as a fully developed high-level character.

Player Character Pack

FIGHTER WITH LONGSWORD

CLERIC WITH MACE

THIEF

ILLUSIONIST

PALADIN

RANGER

ASSASSIN

DRUID

FIGHTER IN PLATEMAIL

FEMALE MAGIC USER

FEMALE FIGHTER

FEMALE CLERIC

BARD

BARBARIAN

DWARF FIGHTER WITH AXE

CAVALIER

KOBOLDS (4)

GOBLINS (4)

HOBOGOBLINS (3)

GNOLLS (3)

BUGBEARS (2)

OGRE

TROLL

NORKERS (3)

SHAMBLING MOUND & SHRIEKER

BUGBEAR TRIBAL PACK

DUERGAR -EVIL DWARFS (3)

SAHUGIN - SEA DEVILS (3)

DROW - DARK ELVES (3)

GITHYANKI (3)

CARRION CRAWLER

GORGON

STIRGES (4)

UMBER HULK

BLINK DOGS (4)

OWL BEAR

CENTAUR & SATYR

BEHOLDER

MINOTAUR

RUST MONSTERS (2)

ZOMBIE, SHADOW, AND GHOUL

GHAST, WIGHT AND LICH

The Lord of the Rings™

ADVENTURE PACKS

GANDALF THE WIZARD £1.95
STRIDER-ARAGORN THE RANGER £1.95

FRODO THE HOBBIT £1.95
LEGOLAS ELF HERO £1.95

GIMLI DWARF HERO £1.95
BOROMIR £1.95

ELROND £1.95
ROHIRRIM NOBLE £1.95

KNIGHT GUARD £1.95
GONDOR CITADEL £1.95

RANGERS OF ITHILIEN £1.95
SILVAN ELVES OF MIRKWOOD £1.95

NOLDOR THE DEEP ELVES £1.95

SHIRE HOBBITS BEORN BEARMAN £1.95

GOBLIN WARG RIDER £1.95

ORCS OF THE WHITE HAND £1.95

HALF-ORCS OF SARUMAN £1.95

URUK-HAI ORC GUARDS £1.95

DUNLENDINGS (2) ORCS OF THE RED EYE £1.95

OLOG-HAI TROLL SOUTHRON EVIL HARADRIM £1.95

EASTERLING EVIL RAIDER £1.95

MOUTH OF SAURON £1.95 EVIL WARRIOR MAGE

SAURON THE DARK LORD £1.95

SARUMAN THE WHITE £1.95

LORD OF NAZGUL BLACK RIDER £1.95

RINGWRAITH CORSAIRS OF UMBAR PIRATES £1.95

DEADMEN OF DUNHARROW DEADMEN OF BARROW WIGHTS £1.95

VILE UNDEAD VILE UNDEAD SNAGGA GOBLINS £1.95

KNIGHT OF DOL AMROTH KNIGHT OF £1.95

ARAGORN KING OF GONDOR £1.95

THE HOBBIT TM PERSONALITY PACK £1.95

TOM BOMBADIL TREEBEARD MIGHTY ENT £1.95

CHAOS BROO 60p each

RUNEQUEST
© 1984 WOTC INC.

JUDGE DREDD

JD1	JUDGE DREDD	£1.95 pack
JD2	JUDGE ANDERSON	£1.95 pack
JD3	PERPS	£1.95 for 3

STAR TREK

ST01	USS ENTERPRISE	£1.95
ST03	Newstyle KLINGON D-7	£1.95
ST15	Battlecruiser ROMULAN WINGED DEFENDER	£1.95

FIGHTING FANTASY™

60mm Plastic Figures

FF1	MYSTIC WIZARD 1	65p
FF2	MYSTIC WIZARD 2	65p
FF3	MYSTIC WIZARD 3	65p
FF4	MIGHTY THEWED BARBARIAN 1	65p
FF5	MIGHTY THEWED BARBARIAN 2	65p
FF6	MIGHTY THEWED BARBARIAN 3	65p
FF7	HEROIC KNIGHT 1	65p
FF8	HEROIC KNIGHT 2	65p
FF9	HEROIC KNIGHT 3	65p
FF10	WARRIOR OF CHAOS 1	65p
FF11	WARRIOR OF CHAOS 2	65p
FF12	WARRIOR OF CHAOS 3	65p
FF13	FEARLESS DWARF 1	65p
FF14	FEARLESS DWARF 2	65p
FF15	FEARLESS DWARF 3	65p
FF16	DEADLY SKELETON 1	65p
FF17	DEADLY SKELETON 2	65p
FF18	DEADLY SKELETON 3	65p
FF19	EVIL GOBLIN 1	65p
FF20	EVIL GOBLIN 2	65p
FF21	EVIL GOBLIN 3	65p
FF22	VILE ORC 1	65p
FF23	VILE ORC 2	65p
FF24	VILE ORC 3	65p
FF25	FEROCIOUS OGRE 1	£1.25
FF26	FEROCIOUS OGRE 2	£1.25
FF27	FEROCIOUS OGRE 3	£1.25
FF28	PAINT & PAINTING GUIDE	£1.25
FF29	RULES AND DICE	£1.25
	WEAPONS SPRUE INDIVIDUAL HEADS	10p 5p

Arcane Monstrosities

TA1	AANGOR GIGANTIC BALROG	£9.95
TA2	DWARF JUGGERNAUT	£25.95
TA3	ORC WAR WYVERN	£6.95
TA4	ORC WAR MACHINE	£6.95
TA5	WAR EAGLE	£7.50
TA6	EMPEROR DRAGON	£29.95
TA7	CHAOS BATTERING RAM	£29.95
TA8	SAATOR GIANT DEMON OF EVIL	£6.95
	MONSTER BOXES	
CM1	CHAOS CHIMERA	£3.95
CM2	FIRE GIANT LORD	£3.95
CM3	DRAGON TOAD	£3.95

BATTLETRUCK

BT1 BATTLETRUCK SET £ 2.50

PSYCHOSTYRENE!



An exciting new limited edition from Citadel. Our first styrene (hard plastic) figures: a 25mm tall Dwarf with a variety of weapons and heads.

Each pack has sufficient parts to make 3 dwarfs and also includes 3 different full colour water-slide shield transfers which adds up to excellent value for money (25p/figure).

P1 DWARF (3) .75

ONLY
75p

SPECIAL OFFER REGIMENT OF 30 DWARFS £ 6.00



DUNGEONS & DRAGONS Miniatures

BDD1	STARTER SET ADVENTURERS	£4.95
BDD2	STARTER SET MONSTERS	£4.95
BDD10	RED DRAGON	£4.95

GOLDEN HEROES

GH1	GOLDEN HEROES	£5.50
GH2	VILLAINS	£5.50

LONE WOLF

LW1	LONE WOLF GIAK ATTACK	£5.50
	TRAVELLER 15mm	

TRAVELLER 15mm 60p for 4

Boxed Sets

BC1	STARTER SET ADVENTURERS	£4.95
BC2	STARTER SET MONSTERS	£4.95
BC3	DWARF LORDS OF LEGEND	£4.95
BC4	CHRONICLE DEATH COMMANDOS	£4.95
BC5	MOORCOCK'S ETERNAL CHAMPION	£4.95
BME1	FELLOWSHIP OF THE RING	£4.95

DRAGONS

DG1	ORIENTAL DRAGON	£4.95
DG2	RED DRAGON	£6.50
DG3	BLUE DRAGON	£4.95
DG4	BLACK DRAGON	£6.50
DG5	FIRE DRAGON	£6.50
DG6	ZOMBIE DRAGON	£4.95
DG7	GREEN DRAGON	£4.95
NB1	SPINED DRAGON	£15.00
NB2	KEVIN PEAT DRAGON	£15.00

DIORAMA SETS

DS1	DWARF CANNON	£ 4.50
DS2	DUNGEON EQUIPMENT	£ 4.50
DS3	GRAVEYARD	£ 4.50

WARHAMMER

WHR1	WARHAMMER BATTLE RULES	£9.95
	BLOODBATH AT ORCS DRIFT	£5.95
	Warhammer Battle Scenario	
	BLOOD ON THE STREETS	£5.95
	Village Pack 1	
	CITADEL JOURNAL 1	£1.50
	CITADEL JOURNAL 2	£1.50
	BASES	
	20mm (SQUARE)	.02 p
	25mm (SQUARE)	.02 p
	HEXAGONAL	.02 p
	HORSE/MONSTER (OBLONG)	
	(25mm x 50mm)	.03 p
	FLYING BASES	.05 p
	40mm (SQUARE)	.06 p
	PLASTIC SHIELD	.01 p